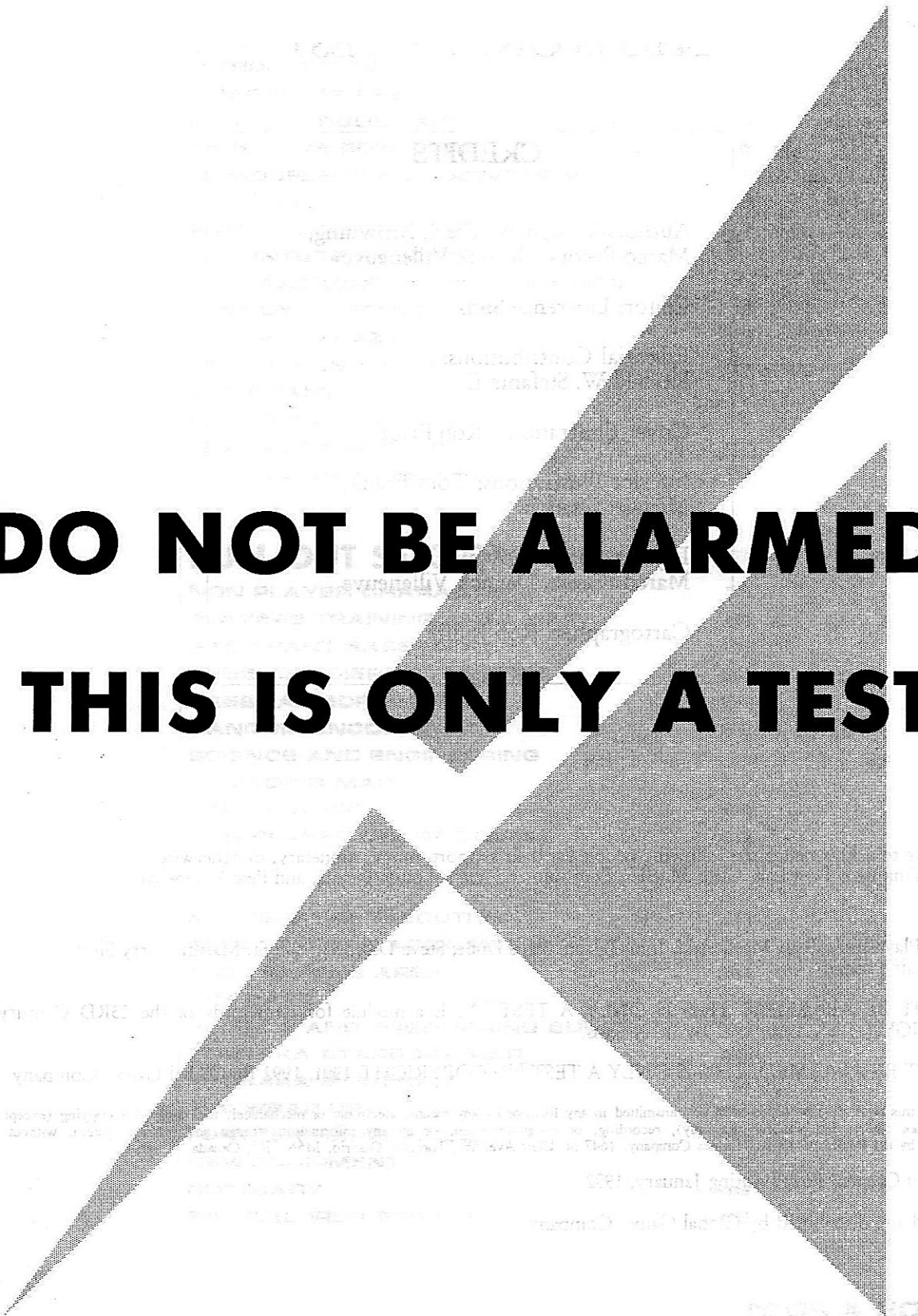


BATTLELORDS OF THE 23RD CENTURY™

DO NOT BE ALARMED:
THIS IS ONLY A TEST



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THIS IS ONLY A TEST ^{T.M.}

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INTRODUCTION

INTRODUCTION

Welcome to the premier module for the **BATTLELORDS OF THE 23rd CENTURY** roleplaying system! This is the first in the "AVRON" series of adventures detailing the missions of a group of mega-corp mercenaries throughout their 4 year contract of employment. Future modules in this series will allow the players to run a complete campaign. Characters start as rookies and will eventually become seasoned veterans ready to take on the challenges of bounty hunting or service in the Galactic Forces, if they can survive that long.

Each module will contain a number of features designed to enhance the enjoyment of the adventures. The corporate updates will breathe life into the faceless and usually boring entities which employ the characters. To give additional flavor to the campaign, suggested rules and playing hints will be included in each publication. Information on military organization and how to handle military roleplaying is included in this module, as well as a glossary (for words marked with a "**"), and a section detailing new equipment. Support material like the pull out section, will aid the BattleMaster (BM) in his task. The value of this will be evident enough the first time a character throws a frag at a squad of Rebels, who are simultaneously returning fire with three different weapons. The section on further happenings allows the BattleMaster to connect the adventures together in order to develop the feel of a continuing campaign.

CHARACTER CREATION

This adventure series is designed for a group of 6 to 8 characters from a variety of races. To give the characters a good chance of success in their assignments the group should include a Python or Ram Python, a Human, Gen-Human or Orion, and at least one matrix controller. Within the party, there should also be a good mix of skills. Listed below are the primary and secondary occupations along with additional useful skills that at least one character should have:

- Primary-military, espionage, vehicles
- Secondary-medical, computers, security systems
- Skills-stealth, swimming, weapon skills

Once a character is created, the players should try to develop personalities for them. How do they think? How do they talk? How do they act? An excellent way to answer the question, "who is this character?", is to sit down and write out the following:

Subjective Comments: What would the character say about themselves and their situation? What views would they express openly?

Objective Comments: What would a third person, who knew everything about the character, say about them and their situation? What views does the character actually hold?

Combat Tactics: When the fighting starts what does the character do? Is the character cowardly, brave or suicidal? Does the character fight fair? What weapons do they prefer and what order would they be inclined to use them in? Players should make a careful examination of the characters' skills, equipment and personality when determining this.

Identifying Quotes: What one or two liners make the character stand out in a crowd? These should be used often by the character and general in nature, but revealing of the character's inner self.

MILITARY ROLEPLAYING

When players attempt to re-create a military atmosphere in their games, they usually encounter two problems. The first is that the players know far less about being mercenaries than the actual characters do. Secondly, players do not usually respond well to being put within a chain of command. The BM can use the system described below as a workable format for running military style adventures.

The Squad Leader: Each character created will have a rank based upon their skills and military leadership. The highest ranking party member becomes the squad leader. If two or more characters are of the same rank, the BM can select one of them to receive an acting promotion to the next rank. Remember that officers always outrank other mercenaries. The squad leader is the person in charge, the individual who makes the decisions, and then bears the responsibility for the squad and its actions... technically anyways.

Encounters: When the characters find themselves in an encounter, whether confronted by aliens, androids, or Rebels, give them a few moments to discuss the situation and decide on a plan of action. In reality, the squad leader would have to make a snap decision as to what to do, but as was mentioned earlier, the players probably cannot think that fast. Besides, why let the player with the squad leader have all the fun? Every player in the group should have a chance to put in their two cents worth. Then, once there has been a reasonable amount of time to discuss the situation, the squad leader gives the orders. The encounter is then played out as usual. If some new circumstances arise, pause, let the players discuss it, have the leader give some more orders, and continue playing. Understand that, just because the

MILITARY ROLEPLAYING

squad leader is giving orders, does not mean that any of the characters are actually listening to them. Characters are free to do whatever they want, however, the repercussions of their actions are discussed below.

Pointing the Finger: OK, so the party was ambushed by a bunch of salivating, plasma-spitting, Arsluthian swamp fiends. The players discussed their predicament, formulated a plan, the leader gave his orders and bingo, two characters bite the big one in the ensuing battle. Some backlash may result from this. The players who controlled the now ex-characters will probably be "ticked" off with the player they figure got them killed. The corporation is going to want to know who is responsible for the loss of life (read as "capitalized training investment asset").

The BM can follow a few simple rules to work this out. If everyone followed the leader's orders and someone still gets killed, it is on the leader's head. He gets the flak from head office and possibly some black marks, a demotion, fine, or whatever. Of course, if an impossible assignment is pulled off brilliantly, then he gets all the credit, awards, most of the bonus, and a week on the pleasure planet of his choice. A leader could share some or all of the credit with his subordinates, but he can never share the blame (as long as everyone was following orders).

It becomes a bit more complicated when one or more of the characters are not following orders. When a character goes off and does what he wants, contrary to his orders, one of two things will usually happen. Things work out, or everything goes to hell in a hand basket. In the former case, the leader can take credit for what the insubordinate individual did (whether the leader shares the credit is another matter). Otherwise, the blame falls upon the insubordinate character instead of the leader.

Proving Your Point: If a squad leader seeks to place the blame on an insubordinate character for a failed mission or other mishap, there are two things to consider. First, the squad leader must prove the character was insubordinate and secondly, that the failure or mishap was a direct result of the character's actions. Typically the squad leader's word should be enough, however, under questionable circumstances, the support of one or more subordinates might be necessary to ensure the veracity of the squad leader's accusation. In severe cases the problem may be addressed through a formal para-military inquiry with the BM acting as the adjudicating officer or tribunal.

Pulling Rank: As a cautionary note to BMs and prospective squad leaders, remember that although one character outranks another it does not license that

character to give petty and demeaning orders on a continuing basis. A leader who does this is asking for trouble. Subordinates may be unwilling to give the support the leader may need at a critical time. Furthermore, they may even go so far as to frag the little tyrant.

As for other characters, if your leader gives an order, follow it! While insubordination itself will not get you black marks, it is a military offense and you can be fined or thrown in the stockade. Besides, you don't want your squad leader picking you for the next suicide mission.

Repercussions: Pages 224 to 229 in the Battlelords basic rule book discusses some of the various rewards and punishments characters may receive for their actions. In addition, the BM should also give characters bonuses, fines, accommodation points (the opposite of black marks as they make it easier to get promoted), jail terms, extra duties, free equipment, travel, etc., as he sees fit.

In all cases the most important thing for the BM to remember when handling problem situations is to use common sense.

DEFENSIVE POSITIONS

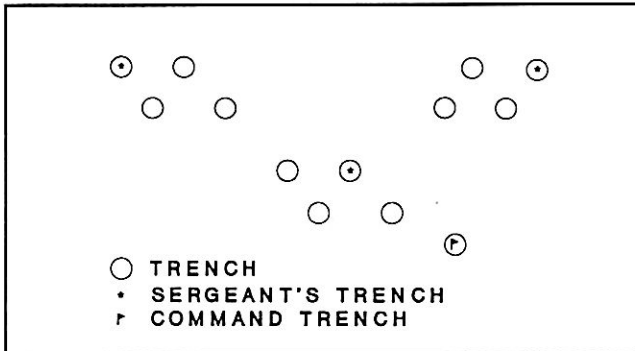
Military units have a standardized system for organizing themselves when on the defensive. This section provides the BM with some basic information and guidelines for setting up defensive positions. It pertains particularly to the characters' position in the second training encounter, as well as any Rebel positions that they discover.

Before discussing the lay out, a quick note on military unit organization is necessary. A squad usually consists of about 8 soldiers, including a sergeant and one or two soldiers with support weapons. Larger units usually follow the rule of three: a platoon is three squads, a company is three platoons, and a battalion is three companies. At each level there is an additional headquarters element for command, communications, logistics, recce and fire support. So, a battalion consists of three companies, a HQ company, three HQ platoons (one for each company), nine HQ squads (one for each platoon).

One of the principles of defense is depth. Digging your trenches in a line will put you at a decisive disadvantage, should someone attack from a flank or break through. Keeping the rule of three in mind, there will usually be two forward squads and one in depth. HQ elements are kept to the rear and off to one side, except for recce, who are placed far forward of the position in an observation or listening post (OP/LP)*. The OP/LP is always well concealed and usually does not fight. Heavy weapons are placed on flanks to

DEFENSIVE POSITIONS

improve fire power to the sides and overlapping fields of fire to the front. A typical platoon position would look like this.



Wire, mines, or other field defenses are placed along likely approach routes in addition to light mines and/or trip-flares (see new equipment). Claymores may be placed in front of the trenches, for further defense, or set up in dead ground*. For larger formations, remember the rule of three: two forward, one in depth.

There is one more dimension to the rule of three. To attack a defensive position, you require three times the enemy force to expect to be successful. Hence, you do not attack a platoon with anything less than a company. This, of course, assumes similar equipment and training, and that the defenders are fairly well dug in.

For some additional information on defensive positions see pages 124 to 125 in the BATTLELORDS game book.

CAMOUFLAGE AND DETECTION

The difficulty in putting on cam* or finding a place of concealment varies somewhat, depending on terrain.

TERRAIN	CAMOUFLAGE DIFFICULTY	CONCEALMENT DIFFICULTY
WOODS	1	-2
GRASSLAND	2	-1
DESERT (OR SAND PLAIN)	1	5
SWAMP	2	-2
URBAN	5	1

Appropriate clothing lowers the difficulty rating by 1 or 2 levels. Inappropriate clothing increases the difficulty by up to 5 levels (for instance, a snow trooper in a coal mine). Camouflage for one type of terrain is seldom useful in other types. When a character moves from one type of terrain to another, they must take time to re-cam. Otherwise they are no longer considered

to be camouflaged.

A character must first make a sighting roll when attempting to detect a camouflaged or concealed, person or position. If successful, the character must then make a detect concealment roll at a difficulty level equal to the amount the target made their camouflage and concealment rolls, divided by 10.

As an example, Phil the Friendly Phentari hides in the bushes waiting for an unsuspecting Human to approach. Phil has a modified concealment roll of 90% and a camouflage roll of 80%. He rolls 45 and 38, making his concealment roll by 45% and his camouflage roll by 42%. Adding 45 and 42 together, and dividing by 10, gives you 8. A poor human is standing 50 meters away, and makes his sighting roll. He must now make a level 8 detect concealment roll. He fails miserably and winds up being served with a side order of french fry equivalents that evening.

The situation and some common sense will dictate what sort of modifiers the BM should use. The above are suggestions based on typical types of terrain.

SCOUTING

This is an extremely useful, if not essential skill, for soldiers. A person must first have a general idea of where to look, in order to have an opportunity to detect a concealed position. Whenever a character approaches an ambush, trap or other enemy position, the BM makes a secret scouting roll. If successful, inform the character that he is approaching a likely trouble spot. The character may then attempt a sighting check and detect concealment roll at normal chances. If the character fails his scouting check, add 5 difficulty levels to the detect concealment check. A 5 level penalty is also applied in any case where the characters are not expressly attempting to detect a concealed position. Of course, players can claim they look everywhere. However, they could move no faster than a snail's pace. To avoid alerting the players of potential danger, it is best that the BM makes these rolls in secret. The BM can also make unnecessary rolls to keep the players guessing.

AVRON CORPORATION

AVRON CORPORATION

INTRODUCTION

Avron is the 13th largest money grossing corporation in the Alliance with a GCP of 218 trillion credits. Their primary endeavour is the manufacturing of a large range of vehicles, from transcruisers and deep space craft, to skimmers. They also produce related products following the informal motto "IF IT MOVES, SELL IT." Robots, powered armor, exoskeletons, MARS propulsion units, and cybernetic control links are also produced by Avron or its subsidiaries.

The corporate headquarters is located on Terra in the Inner Circle of the Milky Way Galaxy. Avron has branches throughout all known and relatively friendly populated centers of the Local Group.

Avron's corporate objective is to maintain "cutting edge transportation technology." They have thus far been successful. The corporation invests extensively in research and development and, as a result, has become the standard by which vehicle performance is measured. Avron, however, is not operating at peak efficiency. Management is currently performing a corporation wide efficiency audit to address the critical problem. The audit is expected to last another 2 years.

HISTORY

Avron executives have more than monetary goals in mind. Before understanding Avron's goals and direction, it is first necessary to understand how its top executive thinks. The corporate CEO (Chief Executive Officer) is Denten Felix Grant. Mr. Grant is quite old, born in 1989, 286 years ago. He was visiting Japan with his parents when the nuclear war struck. Stranded, he grew up there and learned the fanatical Japanese work ethic. He opened up his own manufacturing plant during his early twenties. He started out manufacturing parts for airplanes. By the time he was 40, he had built a huge corporation with diverse product lines. He never married.

At this point, in the year 2029, he began placing himself in suspended animation for 3 months out of every 4. He used his waking time to keep the corporation headed in the right direction. Mr. Grant is now physically 101 years old. With the use of modern drugs and medical technology, he can expect to reach 120 years of age. This will not happen for another 76 years.

He has seen where mankind has gone in the last 3 centuries and is far from satisfied. Although unable to deny the technological advancement, he believes the current government to be corrupt and counterproductive to a better society (a Rebel at heart). He intends to

change this. He feels that this can be done by forcing the present government structure of Gen-Humans out of power and making the presidency open to any race on a democratic basis. This would mean that the humans would generally control who got elected as President as there are so many more of them than any other race. He believes that once in the hands of the humans, the government would be cleaned up and the universe would be made a better place. Basically, Mr. Grant wants to clean house. He believes that the only way to accomplish this is through subterfuge and careful planning (ie. underhanded tactics), as opposed to the direct tactics the Rebels use. In his opinion, the Rebels will fail in the end. Understand, however, that with this goal in mind Mr. Grant will use any means to attain it. The end justifies the means. He cares little for individual lives, only that the Alliance be improved so that all it's future members can lead better lives. For those who do not understand Mr. Grant's motives, he appears to be cruel and uncaring.

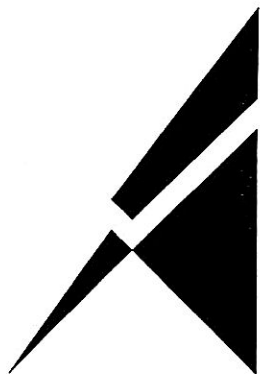
Mr. Grant presently controls 20% of the corporation, a huge portion considering its size. He also keeps enough allies on the board of directors to enable him to carry out his objective. Whether he will succeed, remains to be seen.

SUBSIDIARIES

Avron's assets include 28 subsidiaries. Spartan Corporation is the largest of these, specializing in the manufacturing of large robots. Its crowning achievement is the Spartan Sector Control Robot. Another subsidiary is Cybot Systems Corporation which designs and manufactures cybernetic control links (Cy-links). Cy-links are designed to "plug" the human brain into electronic hardware so that it can be thought controlled. These are commonly found on the most advanced starships, MARS systems, and cybernetic limb replacements. Two other subsidiaries worthy of mention are Futures Exploration Corporation and Expressco Transport Inc.

Futures Exploration Corporation specializes in mapping uncharted areas, and the exploration for habitable or otherwise useful worlds. Futures is a subsidiary created to address the problems Avron has had in it's dealings with the Space Systems Development Corporation (SSDC). It is not coincidental that Future's largest customer is Avron, for whom they try to find rare ore deposits used in the manufacturing of ships. Avron contracts out all of its mining to the Asteroid Mining Consortium (AMC). After the ore is mined and smelted (purified), Avron Corporation assumes control until they have a finished product.

Expressco Transport Inc. is actually a front for an illegal smuggling operation. Expressco operates largely



VRON

RIDE THE BEST!



VON HORSEN MBT

CREW: 5

RANGE: 1250 KM

TOP SPEED: 150 KM/HOUR

ARMAMENT:

- P23 FIELD GUN
- TWIN SPREAD GUNS
- 6 SPARROW SAMs
- HME FLAME CANISTER

ALSO EQUIPED WITH:

- GHOST HOLOGRAPHIC IMAGER
- INFRARED AND NRZ NOISE DAMPERS
- ECM/ECCM COMPUTER

AVRON CORPORATION

in the frontier areas of the Alliance. Their largest customer are the Rebels (and you wondered how they got that Van Horsen Main Battle Tank).

THE COMPETITION

Avron's major competitors are, Galaxy Starships Inc., Valix Alton Corporation, and Spaceteck Corporation. Galaxy Starships is the largest of these companies, focusing on the manufacturing of deep space craft for transportation and exploration. Galaxy is a subsidiary of the SSDC. Avron has accused Galaxy of producing space faring death traps at ridiculously low prices, which has been proven to be true in several cases. Galaxy is presently in financial difficulty, but can easily be bailed out by the SSDC. Galaxy and Avron have an acute enmity for one another and have been known to use extreme measures to undermine the other!

Valix Alton Corporation, the second largest competitor, is a mega corporation (MC) as well, although a small one (as far as MCs go). Avron's relationship with Valix is the type normally expected between rival companies, a relatively "honest" competition.

The final competitor, Spaceteck Corporation, is a subsidiary of Milco Corporation. It is quite small and deals exclusively with the manufacture of deep space fighters and combat shuttles. Spaceteck and Avron share a benign relationship, often contracting work out to each other. Spaceteck remains competitive due to the quality of its products which occasionally exceeds Avron's.

OTHER MEGA CORPORATIONS

Avron must deal with other MCs. Avron generally tries to keep as detached as possible from the political struggles between MCs. It deals with other corporations in a fair manner, unless they have been given reasons to do otherwise (not uncommon between MCs). They maintain a good relationship with Balshrom Science Corporation, as they manufacture many of the weapons mounted on Avron ships. These two companies are presently working together on a top secret MARS system.

Avron's relationship with the SSDC, as previously mentioned, is very strained. The SSDC had once been contracted by Avron to explore and find an ore rich planet. Upon discovering one, the SSDC claimed it to be it's own. An immense legal battle ensued and, through a technicality (more likely a choice bribe), the SSDC emerged victorious. It owned the planet. This was the main reason why Avron opened up it's own exploration company. The SSDC, to answer in kind, began manufacturing their own ships through their subsidiary

Galaxy Starships. The SSDC still has no choice but to buy most of its ships from Avron. Galaxy can only build deep space craft and Avron produces a better quality product. Avron, on the other hand, has been very successful with it's exploration subsidiary and has not had to contract out to the SSDC for several years now. Other incidents have caused the enmity between these two MCs to filter down the ranks, and the employees of the two MCs hate each other.

POLITICS

Avron presently maintains only superficial influence in the political scene. Although it is not above greasing a palm or buying a vote or two, the company generally remains detached from the present political situation. Avron does have plans to increase its political interests, but feels this is not the best time.

ILLEGAL ACTIVITY

Every MC is involved in some illegal activity. It is necessary in the cut throat business world we call the Alliance. Avron is no exception. Like any other large MC it has an extensive spy network which keeps the bosses informed of current technological and political developments. It employs a secret division dedicated exclusively to this task. Spies operate as undercover agents or paid informants working for a rival MC or the government. Expressco Transport Inc., as previously mentioned, is a front for an illegal smuggling operation. The Rebels obtain a large amount of their equipment and weapons this way. Although the Rebels target Avron

as much as any other corporation for their activities, Avron executives realise that if they didn't smuggle for the Rebels, somebody else would. Besides, there is money in it!

PLAYER CHARACTER INFORMATION

Employees who work for Avron are well treated. Avron pays for 25% of an employee's transportation and accommodation costs anywhere within the Local Group. The employees' actions are fully backed by the company, regardless of where they stay. Avron foots the bill and throws in a few extra creds for any damage or trouble caused by the employees during their stay abroad.

AVRON CORPORATION

Naturally, very few hotels refuse Avron employees accommodations, even due to race. This is reflected by giving characters a 35% increase in charisma, when in uniform. There is, however, a down side. Due to the implied trust that Avron imbues in its employees, they take black marks very seriously. Employees are always expected to act professionally. Black marks are effectively doubled. Avron also subsidises 30% of the cost of cybernetic limb replacements in the event a character is crippled while on duty. Finally, Avron signs employees on for a minimum 4 year contract. The employee accumulates a 5000 credit bonus for each year of the contract, payable at the end of the contract. Thus, on a 4 year contract, the employee receives 20,000 credits. Employees often renew their contracts and sink the bonus into a company fund, which they received at the end of the new contract along with accumulated interest.

AS A FINAL NOTE

Avron's executive circle is comprised of 75% Human, 10% Eridani, 10% Zen Rigel, and 5% other races. Possible applicants to upper management, through promotion or otherwise, are carefully screened. Not only must they show the ability to lead and teach, but must also fit into Mr. Grant's scheme. Avron is the tool that Mr. Grant will use to shape the future. Although the views Mr. Grant has concerning the future are very noble, he is not overly concerned about the way he achieves them.

Avron is a living, breathing structure. Many things are occurring within the company of which the characters are unaware. Still, understanding the corporate goals enables the BM to give the characters the feel they need for the game. The characters should have a sense of belonging to the corporation. Even though they will sometimes curse the company they work for, they should always stand up for it in the face of any outsider.

ADVENTURE SYNOPSIS

After being hired by Avron Corporation, the characters are sent to a training planet to complete a test mission under controlled conditions. Soon enough, everything begins to go wrong. People start dying, live rounds start flying, and the characters are left without their training sergeant in the middle of the training area with a number of enemy soldiers, Hunter robots, and traps. They link up with a corporate executive who informs them that Rebels have taken over the training base, and that a valuable piece of equipment is in danger of being captured. They are ordered to return to the base and secure it. The executive gets "wasted" upon arriving at the base, revealing that he was, in fact, an android. The characters then proceed to infiltrate the base, only to find that the equipment has been moved to the starport. They also learn that the equipment is an experimental MARS unit. Proceeding to the starport, our heroic mercs must secure the MARS unit and either escape or hold off the Rebels until reinforcements arrive.

BATTLE MASTER'S BACKGROUND INFORMATION

Vaz III is Avron Corporation's training planet. It is the primary location for evaluating personnel and testing new equipment. A new variant of the Hercules MARS is being delivered to the planet for final testing. Company Operations Commander Alexander Dent was to be present to oversee the testing and training procedures.

The Rebels, through their espionage network, learned of this and planned an operation to seize the MARS unit. They infiltrated the base, planned the landing of ground forces, and intercepted communications detailing the arrival date of the MARS. The Rebels then sent a modified message stating that the MARS would arrive eight days later than its actual arrival date. They expected that the confusion generated by the MARS' early arrival to guarantee the mission's success.

It might have worked if not for Avron's counter-espionage abilities. The mega-corp learned of the Rebels planned attack, but did not notice that the communication had been altered. Avron's intelligence analysts concluded correctly that the attack was aimed primarily at capturing the MARS. However, the MARS unit was not expected until eight days later than its actual arrival date. As a result, they were not fully prepared for the attack. Not all of the dual safety interlocks were installed in the training systems, and only some of the extra troops, combat vehicles, and space vessels were in

BACKGROUND INFORMATION

place. As an extra precaution, the operations commander was replaced with an android double.

High ranking corporate executives, expecting to easily defeat the Rebels, decided to turn the whole affair into a grand test exercise. Only limited numbers of personnel were informed that the Rebels would be attacking. The plan was to allow the Rebels initial success and then mop them up. This would give Avron's people a chance to operate under a real, but relatively controlled, combat situation. A purge of the ranks was also planned. Several employees were known to be spies or criminals but could not be prosecuted legally, as the corporation lacked any solid evidence. Hence, a number of bounty hunters were hired to assassinate the disloyal "dogs." Their deaths would then be attributed to the Rebels.

The Rebels originally expected little resistance. They had planned the attack with what they had considered to be overwhelming forces. In reality, however, they will be hard pressed to secure the base, starport, and surrounding area. Problem: How do they capture the MARS. Avron will eventually muster their forces and retake the base. The corporation's main concern after the attack is to recover the MARS unit, and the characters just might be the deciding factor.

EMPLOYEE ORIENTATION

The characters had applied to several mega-corporations for positions as contract mercenaries in an attempt to escape the boredom of home and the nightmarish reality of a career in the galactic food services industry (ie. rolling man-buritos at the local El Phena Taco Palace). Six months later, they are notified by galactic mail of their offer of employment by Avron Corporation. Included with this package is a copy of the four year contract which they will eventually sign, and a number of company brochures. There is also a one way interstellar ticket to the nearest sector headquarters, where they will complete their final processing and employee orientation.

Those characters who choose to accept this offer will gather up their personal possessions and take a rather uneventful star flight. A mega-corporation's sector headquarters is a massive complex comprised of dozens of buildings. Upon arriving at the main entrance and stating their purpose, the characters will be directed to the para-military building, personnel department. They are to report to Sergeant Dawson, the Administrative NCO.

Sgt. Ellaina Dawson is a petite, soft spoken Human. She looks like a librarian in a uniform, and is very friendly and helpful towards the characters during their orientation. The BM, acting as Sgt. Dawson, should

provide the characters with information about Avron and their employment contract. Refer to the Avron corporate outline and disclose only that information which is not confidential. The exact details of the contract are left up to the BM, but should include the following provisions:

- the contract is for a term of four years
- they must adhere to corporate and para-military bylaws
- the corporation is responsible for:
 - *transportation to and from mission sites
 - *providing survival equipment for assignments located in hostile environments
 - *training ammunition and supplies
- the mercenary is responsible for:
 - *purchasing and maintaining personal equipment, weapons, and armor
 - *all medical costs
 - *all living expenses even while on assignment
- mercenaries are given salvage rights regarding all equipment, weapons, armor, or valuables found, which are not identified as being property of Avron.

When the characters have no further questions, they are asked to sign the contract. Sgt. Dawson then signs all of the contracts as the official witness and congratulates the new Avron employees.

Suddenly, a change comes over Sgt. Dawson. Her eyes become steely. Her features harden. The formerly meek sergeant barks out in a commanding voice "ALL RIGHT YOU DIRT BAGS, GRAB YOUR GEAR AND DRAG YOUR SORRY CARCASSES OVER TO SUPPLY ...NOW!!!"

At Supply, the characters have the opportunity to purchase equipment. The Avron headquarters is tech level 5 and most equipment is readily available. See page 232 of the game book for equipment availability rules. They are also issued an Avron uniform for free. Any further uniforms must be paid for at a cost of 40 credits. From here they proceed to R&D* where they are given their first assignment.

They are told that they will be proceeding to Vaz III, Avron's corporate training planet, for three weeks of training, testing, and evaluation. The characters are provided with starliner tickets which will take them from the local Galactic Starport to Stargate 9 in the Lesser Magellanic Cloud. From there they will be transferred to a company Elizabethan Class Starcruiser for the final leg of their journey.

That night is spent in the corporate barracks at the headquarters complex. Departure time is 0900 hrs the next morning.

• 783 3 723
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SPORT
BAR



CRUISE TO VAZ III

THE CRUISE TO VAZ III

The characters should only bring clothing and small personal effects with them. The remainder of their equipment, including weapons and armor, must be checked on as baggage. The only exception to this rule are the Eridani, who are permitted to carry their swords with them. They are, however, bound by law and their word of honour to keep them sheathed. Prior to boarding the ship, characters are scanned for concealed weapons or dangerous cybernetic implants which are removed or deactivated. These scanners are much more sophisticated than present day metal detectors or x-ray machines, and will detect anything that is not shielded by some advanced masking device. This is prohibitively expensive, more than any beginning character can afford.

The journey out to Stargate 9 takes 30 hours and is uneventful. The characters and their baggage are transferred to an Elizabethan Class Starcruiser, which departs at 1000hrs, an hour after their arrival. The estimated time of arrival at Vaz III is 1000hrs, the following morning.

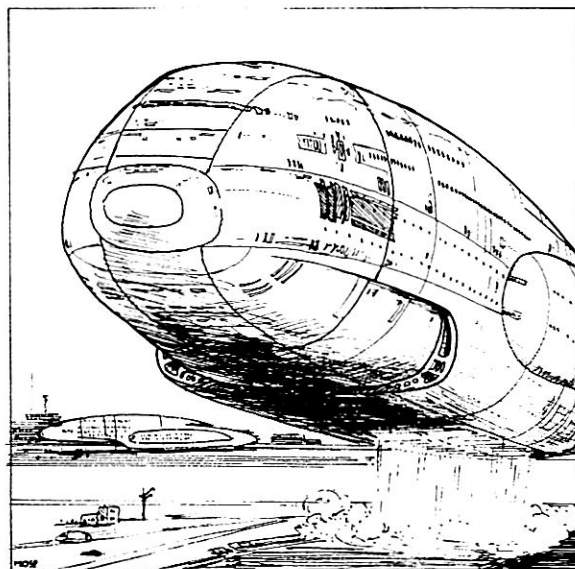
THE ELIZABETHAN CLASS STARCruiser

This Avron built starliner is massive, able to carry over a thousand passengers. Although not a warship, it does have substantial defensive capabilities allowing it to fend off pirates. Rooms vary from small and spartan, to large and lavish. Of course, the characters' rooms fall into the small and spartan category. These are double occupancy, containing two pull out cots, a shower unit, a toilet, and a closet. The BM should pair off the characters as room mates. Avoid obvious unhealthy combinations. A Phentari should not bunk with an Eridani or Human.

Characters of the same race should be paired together as the rooms are environmentally controlled to suit racial needs. This, however, makes it difficult for an Eridani to receive Human visitors in his methane filled chambers. By the same token, characters should avoid the Mutzachan rooms, which resemble the inside of a microwave oven set on defrost. Rooms are accessed by a single rotating airlock. A safety system is in place to prevent unprotected characters from entering a dangerous environment.

The starcruiser has numerous amenities, including three bars, video games, holo room, pool, exercise room, methane sauna, and various other entertainment areas which are left to the BM's imagination. The bars are well stocked and serve all types of refreshments (see pages 157 of game book). Food is also available in two restaurants at reasonable prices.

The passengers on the ship are a motley bunch, made up of all races and occupations. There are regular mercenaries, corporate administrative personnel, matrix controllers (identified by their robes and crystals), and bounty hunters (identified by their capes). Of course, only the most cocky Class 1 and Class 2 bounty hunters would wear their capes in public. The others, including all Marshals (Class 3), would not want to be recognized. The characters should be encouraged to explore the ship and interact with the variety of NPC's on board, some of which are included in the pull-out section (pages 19-30).



THE REBEL SPIES

Amongst the passengers are a group of three Rebel spies. Ship security is notified of their presence two hours after leaving the stargate. Security then broadcasts pictures of the three insurgents throughout the ship, along with the message "ANYONE SEEING THESE THREE PASSENGERS PLEASE REPORT TO SECURITY IMMEDIATELY." Well guess what! At one point in the afternoon, some of the characters come across them sneaking through the hallways. Unfortunately, there is no one else around and the Rebels realize that they cannot allow the characters to report them. A fist fight (claw, fang, tail, tentacle) ensues. Statistics for the Rebel spies can be found in the pullout section. If the characters win, they can notify security and the Rebels will be arrested. Furthermore, they receive a 1000 credit reward to split amongst themselves. If they lose, they will regain consciousness to find themselves locked in a small maintenance room. It is 0300hrs the following morning. Once they get themselves out of the room they can report the incident to security, who will inform them that the spies were captured late the previous evening by two Mazians!!!

LANDING ON VAZ III

LANDING ON VAZ III

Characters arrive at Yossaka, one of the planet's starports and are transported by skimmer to ATB Grant, the training base from which they will operate. They experience a multitude of line-ups and paperwork as they are cleared onto Vaz III through the base R&D section. During this procedure, they are assigned to a squad, platoon, company, and quarters for the duration of their stay. The BM should select quarters to assign the characters and also inform them that, coincidence of coincidences, all of the characters have been assigned to the same unit: Company 3, 1 Platoon/Squad 2, call sign India 3-1 Delta. The new recruits are given a base orientation map and instructions to report to the recreation building for a training briefing at 1700hrs.

It is about 1500hrs and their group has time to go to the mess and get some lunch. There is a buzz of discussion. Rumour has it that this exercise will be one of the largest ever, and that a high ranking corporate executive is coming to oversee the training. While in the mess players might (at the BM's discretion) encounter some of the individuals who travelled with them on the star cruiser.

The group, along with several hundred other people, file into the recreation centre and take a seat in the auditorium after lunch. At precisely 1700hrs, a young, wimpy looking human second lieutenant approaches the podium. This is the Base Adjutant (the Commanding Officer's gopher), 2Lt. Addz, who in a somewhat unsure tone of voice checks the sound level on the microphone and then begins to speak.

"Um, good afternoon ladies and gentlemen and, er, others. This is your training briefing. We have, ah, a number of speakers who will be addressing you to give you more, um, information about what will be taking place over the next, ah, two, er excuse me, three weeks."

This poor sap continues on, and anyone who is paying attention learns the following. The scheduled training is for a period of three weeks. It is broken into two parts. The first part is a refresher course consisting of one week of lectures, written tests, physical training, and target practice. It is basically a sort of short boot camp. During this time, the mercenaries get up at 0500hrs and will train to about 2200hrs. The second portion of the training is a two week, in-field exercise, incorporating several tasks, both offensive and defensive. Simulated as well as live-fire assault runs, are to be used for maximum training benefit. More details will be

forthcoming at platoon level briefings just prior to being deployed to the field. Addz shall also go over the layout of the base, outlining restricted areas. The Adj. finishes. He announces that the next speaker is the Base Commander, General Vance. The Base Sergeant Major splits the rumble of chatter, from the corner of the auditorium, as he calls "ROOM!!" in his deep, deafening, Ram Python voice. Everyone springs to attention (at least those who know what is good for them) as the Base Commander enters the auditorium. General Vance is a stout looking middle-aged human with deep, penetrating eyes, and a swarthy complexion. He has primaries in Weapons and Military, a secondary in Deep Space Operations, and a military leadership of a couple hundred (for more information on his abilities see page 225 of the game book). He approaches the podium and, with a calm but confident "At ease", everyone takes their seats again and relaxes.

"Good morning ladies and gentlemen, and welcome to Vaz III. You are here to participate in Exercise Falling Star. For those of you who have been here before, it's good to see you again. For those of you who are new, I am pleased to inform you that you are at the best training facility in the galaxy, and one of the top 10 in the universe. Over the next three weeks we have a good deal of training lined up for you, emphasizing realism. It will be an excellent opportunity to practice and equally excellent opportunity to learn. We have a special guest with us for this exercise: Operations Commander Alexander Dent, from corporate headquarters. He has a few words to say to you, so I'll turn the microphone over to him. In closing, I'll just say good luck, and good training. Mr. Dent...."

The General takes a step back and the area Operations Commander moves up to the podium. Alexander Dent is a fit looking man in his fifties. Although not a military man, he still possesses an air of authority, the result of two decades of executive work in the corporate research department. (BM's note: this guy looks and acts perfectly human, or perhaps gen-human but is actually an android double).

"Thank you General. As it has been pointed out, we do have some excellent training in store for you. Several new weapon systems are being introduced to compliment the Balshrom

LANDING ON VAZ III

line. Many of you will become comfortable with these over the course of the exercise. My best wishes to you all. Thank you."

The Sergeant Major once again calls the room to attention as the General and the Operations Commander exit and the Adjutant returns. By the end of the briefing it is dinner time. The characters are dismissed and left to their own devices, until the next morning when their training begins.

BOOT CAMP

The next week is a rigorous one for the characters, consisting of 17 hour days. The BM can role-play various portions of this out if he wishes (play the part of the drill Sergeant). There are several possibilities, including, but not limited to, carousing in the mess, failing a test, or screwing up some other way. For any characters that screw up, the Base Sergeant Major would love to assign such duties as washing the entire motor pool with a toothbrush or scrubbing the blast wall on the target range. Just think of any of the Hollywood army boot camp movies you have ever seen and change the setting to a futuristic one. Describe to the characters the boredom of having to sit through the personal hygiene class, or how their lungs feel like they are going to burst when their squad has to run a Ram-Python relay race. Play it up!

Due to its intense nature, the characters will have sharpened their skills by the end of this portion of the training. Give each character 1D6 skill points to increase their skills. These points can only be spent on military, weapons, or gunnery occupational fields. Additionally, the skills throwing, hand radio, basic medical, tank, or skimmer can be gained or improved. Skills cannot be raised above starting maximums (level 5 for humans and level 3 for everyone else). Where possible, all of these points must be spent. If a player rolls 1 or 2 for his skill points, and all of the cheap skills are at their maximum, they may place them under experience points available for later use.

INTO THE FIELD

The mercenaries should organize and begin the field exercise, after the refresher training courses. The eighth day of training, the characters receive their orders, and prepare equipment and troops. All of the characters and their entire platoon are to be present at the briefing. Orders are given by the platoon commander, Lieutenant Jenanteasantenious Phentari. Sergeant First Class Xath, a Python, keeps control of the troops when the

lieutenant isn't around. The remaining members of the platoon are of a variety of races. Ranks include a few staff sergeants and second lieutenants.

ORGANIZATION

The unit is the first platoon of the third infantry company, giving it the call sign India 3-1. The platoon is broken into several squads which are designated by a letter:

Alpha: The command squad containing the platoon commander, the platoon sergeant, a signaller, a medic and a heavy weapons detachment.

Bravo: The recce squad contains two corporals and is commanded by a Cizerack staff sergeant.

Charlie, Delta, Echo: The assault squads consisting of 6 to 8 mercenaries. The characters are in Delta squad.

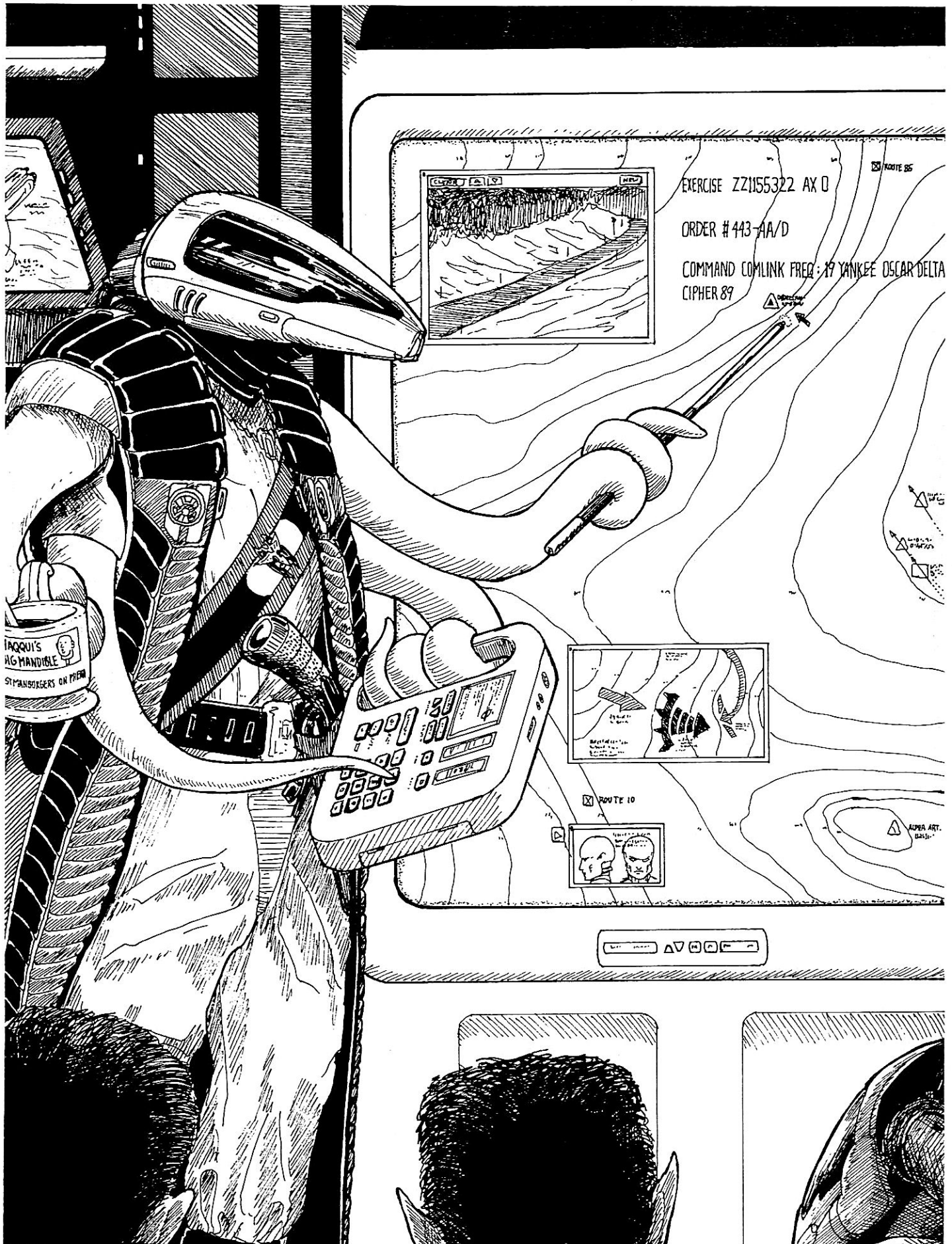
Golf, Hotel: These are support vehicle squads, carrying supplies and ammunition. Each vehicle is manned by two mercenaries.

THE EXERCISE

The platoon moves into the field the next evening by transport skimmer (see pullout section for statistics). They spend the night sleeping in the field and will receive their first tasking* the next morning. The exercise is operating on the assumption that a force of Rebels has invaded the training area and the company forces are attempting to find and eliminate them. There will also be a number of defensive operations to protect friendly forces from the Rebels.

TRAINING AIDS

Most of the training involves simulated fire fights. All weapons have special attachments. All weapons have training attachments which utilise low intensity x-ray lasers which are modulated by a computer generated signal. The type of signal is based on the weapon configuration. The mercenaries are issued with training ammunition, allowing the attachment to be fired a limited number of times. Archaic powder arms utilize blanks, while energy weapons have special training energy clips or back packs. Grenades release a low intensity x-ray laser burst in the surrounding area, along with a puff of smoke to simulate detonation. Vehicles and armor are installed with computerized sensors which detect where one of the training beams strike. The sensors pick up signal type, confirming weapon configuration. The on-board computer compares this to the armor of the target (which is pre-programmed) and calculates damage. The computer then simulates damage



INTO THE FIELD

by shutting down engines and/or weapons, as applicable.

Personnel have small auto-injector units installed in their armor which administer Veromale, a painful but safe drug to simulate wounds. These autoinjectors are controlled by a mini-computer which can be removed from armor in about 15 seconds. If trainees get hit, they will feel like they actually have been shot, but no damage is permanent. All effects wear off in a few hours. Still, it's a good incentive to avoid making oneself a target.

When running these simulated battles, BMs should conduct them as normal, but any body points the character takes will be restored after the drug wears off. Note, however, that the on-board computer keeps track of armor absorption and integrity and retains the simulated damage between fights.

There are a number of live-fire assaults using real ammunition against non-living targets. As a result, soldiers will also be carrying live ammunition in addition to their training rounds. Characters will be issued (free of charge) training ammunition equal to whatever real ammo they possess. They also receive simulated versions of most grenades. Real tear-gas and smoke grenades can be used during the training, but lethal chemicals are not used or simulated. The x-ray training lasers do penetrate smoke. Special attachments mounted on laser still fire a regular laser beam and smoke hinders fire power.

HUNTER ROBOTS

The primary enemy that the mercenaries encounter during the training is the humanoid hunter robot. These are size class 4, covered with armor, and carry weapons with training attachments. Their statistics can be found in the pullout section.

THE TRAINING SERGEANT

Each squad has an experienced mercenary attached to it. These training sergeants, or "shadows", as they are often referred to, do not participate in the actual exercise but are present to assist, advise and, evaluate the squad leader and the squad as a whole. The shadow is not there to steal the show or take command of the squad, unless they start doing something really, really stupid. Rather, he answers some questions they may have. He is always watching the characters and often shakes his head with a somewhat unnerving "Hmmmmmm", while making a note on his pocket computer. The characters have been assigned First Sergeant Vargus Traynor, a Gen-Human who has several years of experience with Avron. He is amicable but very professional and does not act "chummy" with the characters, even if they are of the same rank. He is also a corporate spy who has been found out by Avron. The characters, not realizing this, will think it is just bad luck when he gets "waxed."

FINAL PREPARATIONS

The characters have 30 hours to prepare equipment or purchase it from the quartermaster. This is also the last opportunity they have to hit the wet mess for the next two weeks. Just after dinner, on the following evening, the mercenaries head for the field. Time: 2000hrs.

TRAINING ENCOUNTER #1

In the morning, after being deployed to the field, squad leaders are summoned by the platoon commander and given orders for the characters' first tasking. In his raspy Phentari voice the lieutenant outlines the scenario and the characters' assignment.

" The Rebels have infiltrated the training area and are operating in small groups. A large supply convoy will be moving through the area to the base and we've been charged with securing a portion of the route. The platoon moves along the northern road towards the base, engage and eliminate any enemy encountered, and keep the road free of enemy activity until the convoy moves through.

Squad 3-1-Delta will take the lead, followed by Charlie, Alpha, Bravo and Echo, who is the rear guard. Sentries will be taken from squads at intervals and placed along the secure road. If the enemy is encountered, the lead squad is to engage and reinforcements will be moved up if necessary. Once the enemy has been eliminated, the platoon will reorganize and then continue.

For this tasking only training ammunition is to be used. Oh, by the way, the Rebels have been known to disguise themselves as hunter robots. "

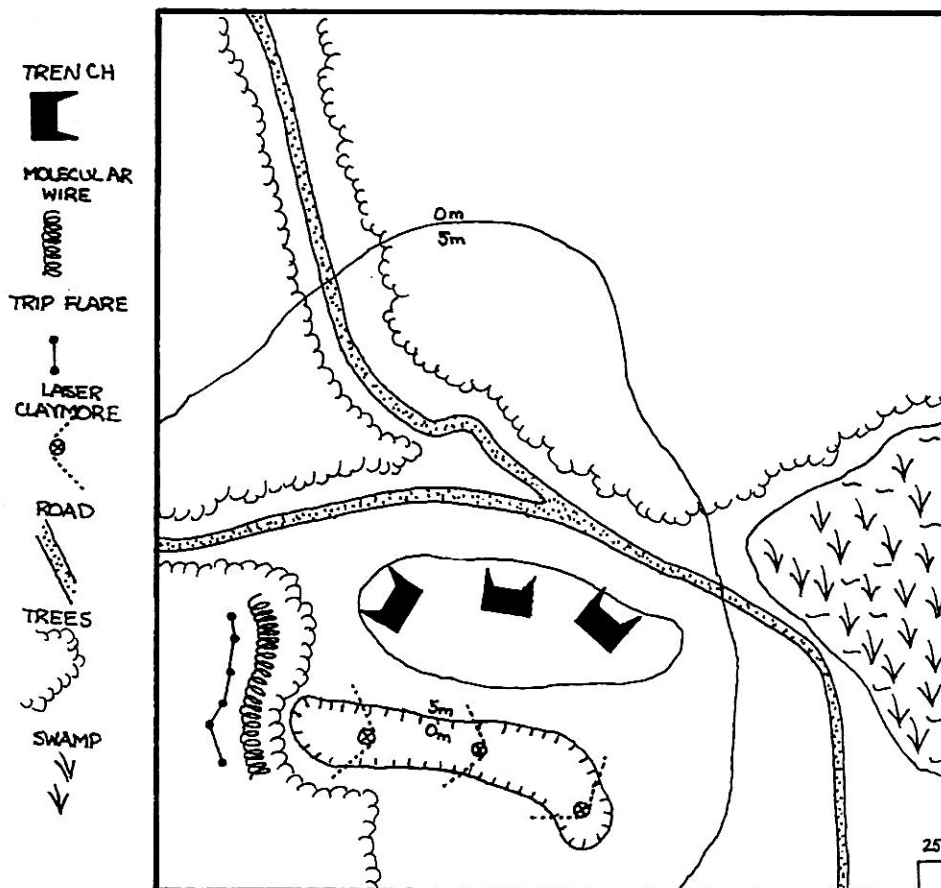
Six Hunter robots are positioned at the fork in the road. This spot is a fairly likely location for an ambush and the point man can make a level 2 scouting check to discern this fact. The trenches are camouflaged and concealed. Characters making a level 3 detect concealment roll locate one trench for each 10% the roll is made by. The robots are armed with M-18L lasers except for one robot in the flank trench covering the wire. This robot is armed with a Micron laser carbine. The laser claymore simulators are command detonated

THE FIRST TRAINING ENCOUNTER

from the centre trench.

The BM can run the whole battle as normal following the rules for using the training aids. Attempt to make the players feel as if they are fighting for their lives, rather than on a training exercise. The characters should be penalized experience if they call for reinforcements.

Once the robots have been neutralized, the characters are moved to the centre squad and the platoon continues on their assignment. The characters' squad is rotated through from point, to backup, to rearguard as the platoon continues to clear the road. These encounters are somewhat anti-climactic, and need not be played out. After the road is clear, the convoy moves through and the platoon returns to its camp for the evening.



ALL HELL BREAKS LOOSE

The platoon is moved to location "B" on the training area and sets up in a standard defensive position (see the information section at the beginning of the module), after operating on the offensive. The characters are the "squad in depth" and have the command trench directly to their left rear.

Engineers are called in to use GDX bars (see new equipment) to blow basic trenches and put in some extra defenses such as molecular wire (see new equipment). The soldiers then revet* the trenches and spend that night at 50% stand to*. They only get 4 hours sleep. See page 215 of the game book for rules which detail sleep requirements. The next evening the platoon is put on 100% stand to for 6 hours straight. As the night progresses, have each player make an intuition check at level 1 difficulty, or level 3 if they are under slept. If they fail, they see something moving off in the distance. Should they fail by more than 40 then tell them that a tree gets up and begins to walk around. These are, of course, just hallucinations brought on by massive

boredom and eyestrain. It should put the characters on their toes and possibly annoy their training sergeant if they get a bit too excited.

Communications become cut off at about 0400hrs. The mercenaries hear nothing more than static over their helmet intercoms until the end of the adventure. The Rebels are responsible for this condition, employing a powerful jammer (level 10) to block communications throughout the entire training area. If somebody asks Sgt. Traynor about this, he responds with a quizzical look, "That's not supposed to be part of the training. I'll go check with the lieutenant." As he climbs out of the trench and moves towards the command squad, a LAW rocket flies out of the darkness and splatters him colorfully, and in big chunks, over a wide area. The characters do not see where the rocket came from, or the Phentari bounty hunter who fired it. Soon after, they hear the sounds of screams and shots being fired. Seconds later, thirty Hunter Robots, firing full power laser blasts, break through the front trench line. Characters are forced to retreat, under the cover of smoke if they have any brains. They should head to the

NON-PLAYER CHARACTERS

Tiklik, Chatilian Empath, Merc

Subjective Comments: "Greetings my low browed friend, so nice to make your acquaintance. I could not but help to overhear your conversation. While I find your ideas somewhat amusing your conclusions are utterly wrong, although I can see how someone like yourself could come to them. Allow me to enlighten you..."

Objective Comments: Tiklik is a stubborn snob and like most Chatilians he thinks he knows everything (trouble is, they usually do). He talks down to everyone unless they are in a position of significant power or are as knowledgeable as he is.

Actually he is rather insecure and only wants company. He is always trying to include himself in a group. This makes him quite annoying. He forces his company upon you and then treats you like a worm! However, if you befriend him, he turns out to be loyal and tries hard to curb his attitude. Problem: Nobody ever befriends him! He has a primary in Vehicles and is a Novice Empath.

Combat Tactics: Seeing discretion as the better part of valour, Tiklik tries to keep himself well out of harms way. He can be found hiding behind the best available cover on the outskirts of the battle, laser pistol in hand, waiting for an easy target. He is loathe to use his mental powers for all but the most important circumstances (ie. saving his own hide).

Identifying Quotes: "I knew that."

"It may be difficult, but try to think about it."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
41	125	61	78	51	70	58	22	4	600 CREDITS

Zadar Chatil, Chatilian Empath, Merc, Comm Specialist

Subjective Comments: "Hail brother. Something is troubling you, let's commune. I can see it in your eyes, bad karma man, bad karma. Open up so we can all be as one and grow together."

Objective Comments: Zadar is a new age Chatilian. Peace and love are often spouted words, even as he mentally stuns someone who is severely annoying him. He is, in fact, a nice guy who thinks that we should all "get in touch with the cosmos." His personality is partly genetic, partly environmental and partly chemical induced. He is a chronic user of mild drugs and sometimes likes to mind link with people under the influence. He is tolerant and tries to get along with anyone, including Ram Pythons and Phentari. His primary occupation is Communication. He also has skills in etiquette and speaks several languages fluently.

Combat Tactics: He uses a BS-2 laser pistol in a fight. However, grenades are his favorite weapons. The list includes smoke, blinder chemical (non-lethal), and white phosphorous. He views personal danger philosophically and is not afraid of heavy combat.

Identifying Quotes: "We are all part of the same universal wheel brothers."

"If you've gotta go, you've gotta go. Bummer."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
33	109	51	77	59	43	80	60	6	350 CREDITS

Lyra Hzznt, Cizerack, Bounty Hunter Class 1

Subjective Comments: "Sometimes I wonder what the universe is coming too. A fine lady, such as myself, can not get the respect she deserves. Look at my professional peers. I'm surrounded by a bunch of uneducated, psychotic, bone breakers. Oh well, what one must put up with to live the good life."

Objective Comments: Lyra Hzznt is very eloquent (etiquette of 200%). She expects a proper show of respect from others. Lyra likes to slink around in large silky robes, and enjoys the finer things in life such as good wine, good smokes, good food and good "1%#." This is of course when she's not tearing some wanted criminal limb from limb. Lyra is an expert tracker/scout, with a deadly stealth roll. She has primaries in Espionage and Weaponry as well as a secondary in Military.

Combat Tactics: She carries a Blazer flamethrower, mounted to her look and shoot BMH. Her Bear armor, with grav belt, mounts a grenade launcher full of surprises! She also carries a few Reflex missiles so that at 800 meters she can still "reach out and touch someone." Given the choice of bringing them back dead or alive, she prefers the dead side of the equation. She tends to overkill, like using a Reflex missile on a lightly armored Human (what the hey, as long as the DNA prints match).

Identifying Quotes: "Life is a target rich environment."

"Identify the body? Who cares, as long as the DNA prints match."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
105	71	44	115	80	90	62	78	20	900 CREDITS

Seth Ankhon, Eridani, Mercenary

Subjective Comments: "Greetings my friend. Is this your first assignment? I am much looking forward to the testing of my skill. One day the rebels will be defeated, the Arachnids destroyed and the Alliance will be completely at peace. Then we will no longer be needed. Strange how we are actually working ourselves out of a job."

Objective Comments: Seth is a young and industrious Eridani warrior who has been accepted into Avron's mercenary corps. While he is not bold or suffering from overconfidence and hubris, he is a loyal and dedicated soul who seeks the best for everyone. His aim is to be eventually accepted into the Galactic Services. Although this will be his first mission, Seth holds the rank of Private First Class, due to his exceptional military leadership. He has a primary in Military and a secondary in Weapons.

Combat Tactics: Seth strives to be where the fighting is heaviest, up front. His favorite weapon is, of course, his broadsword, although he also carries a BS-2 in his off hand. In battle he closes in directly upon the enemy position. He is not stupid however. He usually precedes his charge with a couple of phosphorous grenades.

Identifying Quotes: "You have my word on that."

"Although honorable, they are the enemy. They must die."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
74	65	53	91	62	70	59	63	11	100 CREDITS

NON-PLAYER CHARACTERS

Desmond Anther, Gen-Human, Merc

Subjective Comments: "Hey, hey, what's happening, long time no see. No, you don't know me and in fact I've never met you before. Told you it was a long time. Love to stick around and talk, but I've got to rock and roll. I've got some drinks and a Gen-Human aerobics instructor named Bunny waiting for me. Three more, and two more and try it to the side. Left then right and"

Objective Comments: Dez is a loon! His chemo-socialization process as a Gen-Human was not totally successful. Now he is a few cards short of a full deck. He has an active, albeit black sense of humour, which makes him laugh at anything even remotely funny. He also reacts on impulse and sometimes becomes fanatical when pursuing something (be it man, woman, or Orion Star Yutoban Scotch). He is jovial, personable and talkative to both friend and foe alike, even in the heat of battle. His primary is in Vehicles and you can expect him to make appropriate noises such as a "whoosh" and a "vroom, vroom" all the time he is driving. His normal attire is a "cool" skin suit with a kamikaze head band and has a lapel button which reads "Kiss me, I'm nutz!"

Desmond has a primary in Vehicles and a secondary in Weapons. He displays a passing interest in gambling. Finally, he can set traps at 150% and is an incurable practical joker.

Combat Tactics: A pair of BS-2 lasers hang in low slung holsters. He also keeps a super-plas grenade, a joy buzzer, or a cream pie close by for that special someone. He favours lasers yet is also proficient with archaic powder weapons. Desmond derives an almost child like pleasure when firing on full auto.

Identifying Quotes: "Smile for the laser sucker!!"
"Who me?!"

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
60	76	102	62	53	42	82	53	10	500 CREDITS

Cyrior Zakka, Mutzachan, Scientist, 3rd level

Subjective Comments: What a day, what a day. 10 hours in the stress lab and nothing to show for it but a headache and a thirst that would put a Python to shame. I definitely need a drink. What's your poison."

Objective Comments: Cyrior is a laid back type. Although he takes his work seriously, he is not really a go-getter. He is friendly to almost anyone he meets and may even buy a new acquaintance a drink or two. His attire includes a bandanna as he enjoys head butting. He won the state championship on his home planet (141 wins, 3 losses, and 1 tie). He's definitely a Mutzachan head buttin' kind of guy.

He has a primary in Physics and Engineering and has been hired by Avron as a Holo Installer.

Identifying Quotes: "Relax, relax, I'm working on it."
"I need a drink."

The characters will interact with him extensively during the later part of the adventure (see the Science and Engineering building, high security lock up). Cyrior has the codes to access and activate the MARS unit.

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
58	91	115	75	85	70	96	78	10	350 CREDITS

He also has 12 power points and the following powers: Electrical Discharge, Spot Weld, Kinetic Energy Barrier, Bypass, and Ultra-vision

Katerina Landon, Gen-Human, Sheriff

Subjective Comments: "That's right, I'm the best there is. I know what I want and I know how to get it. So, what do you want? If you want somebody, I'll find them. Of course I don't come cheap, you have to PAY for quality."

Objective Comments: Kat is a stunning Gen-Human beauty with black hair, green eyes and a "killer" body. She is powerfully overconfident and proudly displays her newly acquired Bounty Hunter Cape with arrogant pride. In conversation, she seems to dare people to try and be as good as she is. This can be annoying, but her good looks and endless charm tend to overcome this.

Kat is efficient at what she does, although not as good as she believes herself to be. She is a quick tinder and becomes irritable quite easily. Her numerous liaisons for both business and pleasure have stuck her with a variety of STD's. They are under control now but she still is a carrier. She has a primary in Espionage and a secondary in Military (mostly tracking and demolitions), and possesses a host of other useful skills.

Combat Tactics: She carries an Arrow LSON laser and a M-75 grenade launcher. She likes to stay back or concealed away when taking out a target. With steady aim and her laser she almost always gets a hit. She is not afraid of engaging an enemy close up, but she prefers to keep her distance.

Identifying Quotes: "Am I good or what."
"So, tall, green, and scaly, can you buy me a drink?"

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
59	79	81	78	61	66	48	92	15	800 CREDITS

Garcia Verix, Human, Merc

Subjective Comments: "Yeah, I've been through a lot. What would you know about anything, you look pretty green. You'll learn though, if you live long enough. There's a lot more to the universe than first meets the eye."

Objective Comments: Garcia has slicked black hair and a thin moustache. A four inch scar runs down his right temple. His dark brown eyes and swarthy complexion, give him the appearance of a seasoned man. He is a Sergeant 1st Class under Avron's employ and takes no "lip" from anyone. He is part of the reinforcements being sent for the Hercules project and is arriving early. There is a catch. Garcia also works for the Rebels as a spy, informing them of corporate activities and directly assisting them when it will not blow his cover.

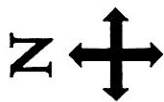
He's not brawny, but he's cunning. Garcia is a good shot with his Savage B, overconfident, and cool as Kelturrinn ice under pressure. His primary is in Military and he has a secondary in Espionage.

Combat Tactics: Garcia is usually the guy in charge. With a Savage B in one hand and a grenade in the other, he doesn't waste any time. He fires at his opponents chest continually and burns the guys armor and life away before much more can be said.

Identifying Quotes: "Pulling the trigger is easy. Ducking the bullets isn't."
"Too bad. And just as I was beginning to like him."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
75	76	98	89	65	71	85	60	19	200 CREDITS

[illegible]



REBEL SOLDIERS

REBEL STORMTROOPER SERGEANT

Stats: Average +20 (All 70)

Body: 9

Armor: AKMB with 4 points of ablative armor in each of the chest and abdomen.

Helmet: AKMH

Skills:

weapons 6
camouflage 4
concealment 4
detect concealment 4
scouting 4

EXP VALUE 650

Weapons:

-Savage-B laser pistol with power pack
-2 arm rockets installed in armor
Roll for three secondary weapons, ignore pistols.

REBEL STORMTROOPER

Stats: Average +15 (All 65)

Body: 8

Armor: AKMB

Helmet: Trilar

Skills:

weapons 4
camouflage 2
concealment 2
detect concealment 2

EXP VALUE 500

Weapons:

All carry an M18L laser. Roll for a secondary weapon. One man per squad of 8 carries an M-20 blaster.

REBEL SERGEANT

Stats: Average +10 (all 61)

Body: 8

Armor: AKMB

Helmet: Trilar

Skills:

weapons 5
camouflage 3
detect concealment 3
concealment 3
scouting 3

EXP VALUE 400

Roll for a sgt's weapon and 2 secondary weapons. They will never carry more than one pistol. If a second pistol is rolled, roll again.

REBEL SOLDIER

Stats: Average (All 51)

Body: 6

Armor: AKM

Helmet: Kevlar 3

Skills:

weapons 3
camouflage 1
detect concealment 1
concealment 1

EXP VALUE 250

Weapons:

Roll for a primary & secondary weapon. For large groups, give them all M16A3s (80% chance) or M16Ls (20%) and use mass incoming fire rules. (pg 120)

Primary Weapons

01-65 M16A3
66-67 M60LMG
76-90 M16L
91-98 M75GL
99-00 ME2E1-9
Flame
Thrower

Secondary Weapons

01-15 LAW
16-40 M85 Frag
41-55 M80 Smoke
56-70 P4 Grenade
71-75 Plas Grenade
76-85 BS-2 Laser
86-00 Baretta 92

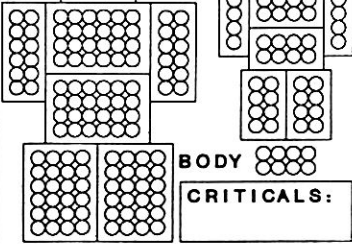
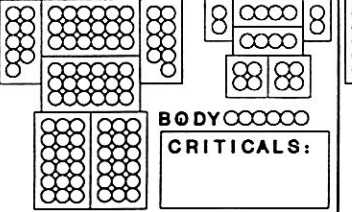
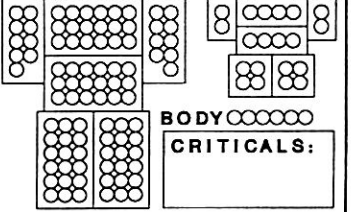
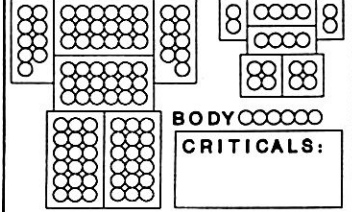
Sergeant Weapons

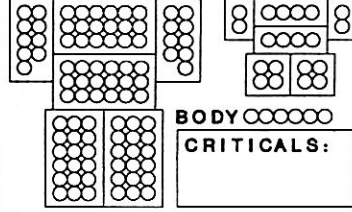
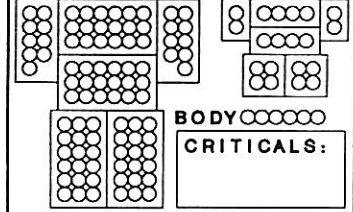
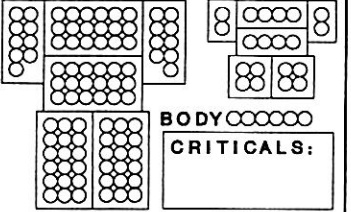
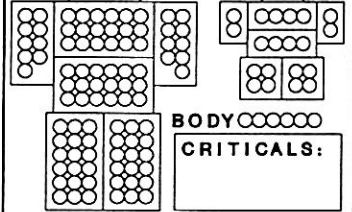
01-40 M16A3
41-60 M16L
61-75 M18L
76-95 TK7A
96-00 Savage-B

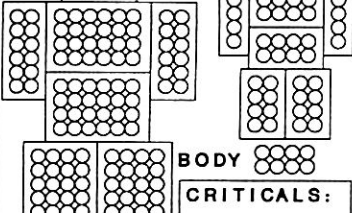
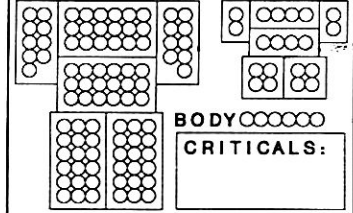
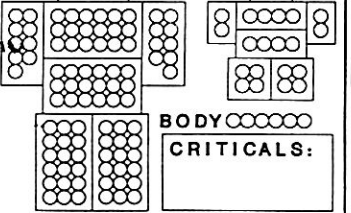
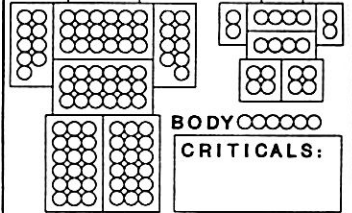
In addition to the skills listed above, all Rebels roll for a primary occupation. Sgts also roll for a secondary.

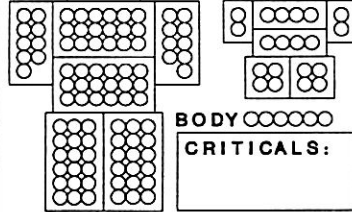
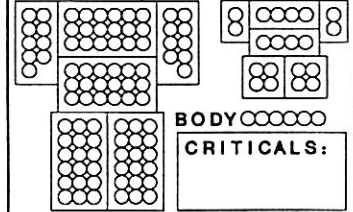
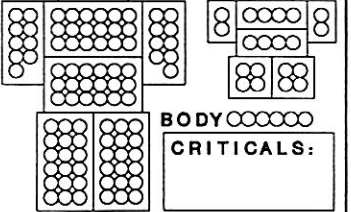
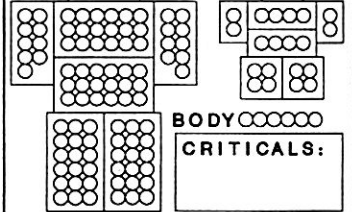
1-2 Military
3-4 Weapons
5-6 Other
(BM's choice)

REBEL SOLDIER ARMOR SHEET

AI  SGT AR   BODY  CRITICALS: WEAPONS:	AI  #2 AR   BODY  CRITICALS: WEAPONS:	AI  #3 AR   BODY  CRITICALS: WEAPONS:	AI  #4 AR   BODY  CRITICALS: WEAPONS:
--	---	---	---

AI  #5 AR   BODY  CRITICALS: WEAPONS:	AI  #6 AR   BODY  CRITICALS: WEAPONS:	AI  #7 AR   BODY  CRITICALS: WEAPONS:	AI  #8 AR   BODY  CRITICALS: WEAPONS:
---	---	---	---

AI  SGT AR   BODY  CRITICALS: WEAPONS:	AI  #2 AR   BODY  CRITICALS: WEAPONS:	AI  #3 AR   BODY  CRITICALS: WEAPONS:	AI  #4 AR   BODY  CRITICALS: WEAPONS:
--	---	---	---

AI  #5 AR   BODY  CRITICALS: WEAPONS:	AI  #6 AR   BODY  CRITICALS: WEAPONS:	AI  #7 AR   BODY  CRITICALS: WEAPONS:	AI  #8 AR   BODY  CRITICALS: WEAPONS:
---	---	---	---

	AI	THR	AR	ENC	ELE	EMP	FIR	CLD	CRT
AKM ARMOR	90	3	20	22	--	30	60	60	70
AKMB ARMOR	120	4	40	8	--	30	60	60	75
TRILAR HELMET	10	5	6	2	--	20	--	45	45

REBEL STORMTROOPER ARMOR SHEET

AI SGT AR BODY CRITICALS: WEAPONS: Arm Rockets Ablative Liner Chest: Abdomen:	AI #2 AR BODY CRITICALS: WEAPONS:	AI #3 AR BODY CRITICALS: WEAPONS:	AI #4 AR BODY CRITICALS: WEAPONS:
---	--	--	--

AI #5 AR BODY CRITICALS: WEAPONS:	AI #6 AR BODY CRITICALS: WEAPONS:	AI #7 AR BODY CRITICALS: WEAPONS:	AI #8 AR BODY CRITICALS: WEAPONS:
--	--	--	--

AI SGT AR BODY CRITICALS: WEAPONS: Arm Rockets Ablative Liner Chest: Abdomen:	AI #2 AR BODY CRITICALS: WEAPONS:	AI #3 AR BODY CRITICALS: WEAPONS:	AI #4 AR BODY CRITICALS: WEAPONS:
---	--	--	--

AI #5 AR BODY CRITICALS: WEAPONS:	AI #6 AR BODY CRITICALS: WEAPONS:	AI #7 AR BODY CRITICALS: WEAPONS:	AI #8 AR BODY CRITICALS: WEAPONS:
--	--	--	--

	AI	THR	AR	ENC	ELE	EMP	FIR	CLD	CRT
AKMB ARMOR	120	4	40	8	--	30	60	60	75
TRILAR HELMET	10	5	6	2	--	20	--	45	45
AKMH HELMET	8	7	6	3	--	35	50	55	65

RANDOM ENCOUNTERS

All encounters occur on a roll of "1" on a D6. If an encounter results, roll 1D10 and consult the tables below. Check for encounters at the intervals indicated under the appropriate table. The base, science building, and starport have a second column for "ALERT" status. An area will be considered on alert two minutes after the characters are detected.

TRAINING AREA

Check each 5 hours.

ROLL	ENCOUNTER
1-3	Rebel Patrol - 1 squad
4-7	Robot Patrol - 2d4 +1 robots
8-9	APC - see page 33
10	Artillery Strike - see page 33

BASE

Check each 3 minutes

When on ALERT check every minute.

ROLL		NORMAL	ALERT
1-6	Rebel Soldiers	2D4	1 squad
7-9	Rebel Stormtroopers	2D4	1 squad
10	Avron Employee	1	1

THE STARPORT

Check each 10 minutes.

Characters will encounter 2d4
Rebel Soldiers.

When on ALERT check each 2 minutes.

Characters will encounter 1 squad
of Rebel soldiers.

SCIENCE BUILDING

Check each 2 minutes.

When on ALERT check every 30 seconds.

ROLL		NORMAL	ALERT
1-3	Rebel Soldiers	1D4	2D4
4-5	Stormtroopers	1D4	2D4
6-9	Rebel Scientist	1D4	1D4*
10	Avron Employee	1	1

*When on ALERT scientists are accompanied by
1D4 Rebel soldiers.

REBEL WEAPONRY

WEAPON	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM
M16A3	80	70	60	40	30	05	-20	-	96	97	3	30+1	2-8
M16L	75	75	72	64	58	10	-10	-	98	92	1	30	1-8
M18L	77	75	71	65	60	25	0	-15	95	97	2	30	2-8
SAVAGE B	75	73	70	60	55	25	-20	0	99	90	3	15	2-8
ARM ROCKET	70	70	70	70								2	3-18
M-60 LMG	80	60	50	40	25	10	-5	-25	97	100	7	250	3-12
M-20 BLASTER	77	55	20	0	-30	-	-	-	97	85	1	50	4-24
M75 GRENADE L.	80	75	55	26	0	-	-	-	100	100	8	6	1-4/2-12
ME2E1-9	105	80	55	15	-35	-	-	-	96	97	1	100	VARIABLE
BS-2 LASER	78	68	60	45	20	-	-	-	98	85	2	20	2-7
BERETTA 92	78	68	60	35	25	-15	-	-	98	100	3	5+1	1-6
TK7A	82	70	60	45	35	25	15	5	98	100	3	20+1	3-12
LAW	83	60	40	10	0	-	-	-	95	98	1	1	20-80
GRENADERS													
M85 FRAG	80	70	50	30	20	10	0	-10					1-6/2-12
P4 WHITE PHOSPH.	80	70	50	30	20	10	0	-10					2-8/2-8
PLAS GRENADE	80	70	50	30	20	10	0	-10					4-16/3-18

SCIENCE AND ENGINEERING BUILDING

WINDOW

STAIRS

DOOR

SECURITY DOOR

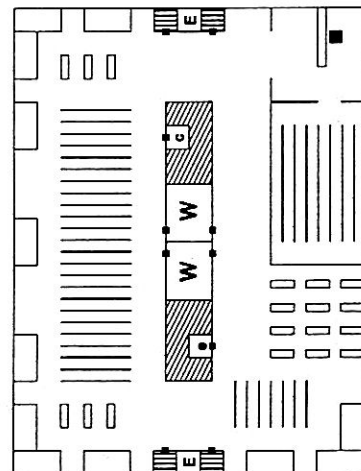
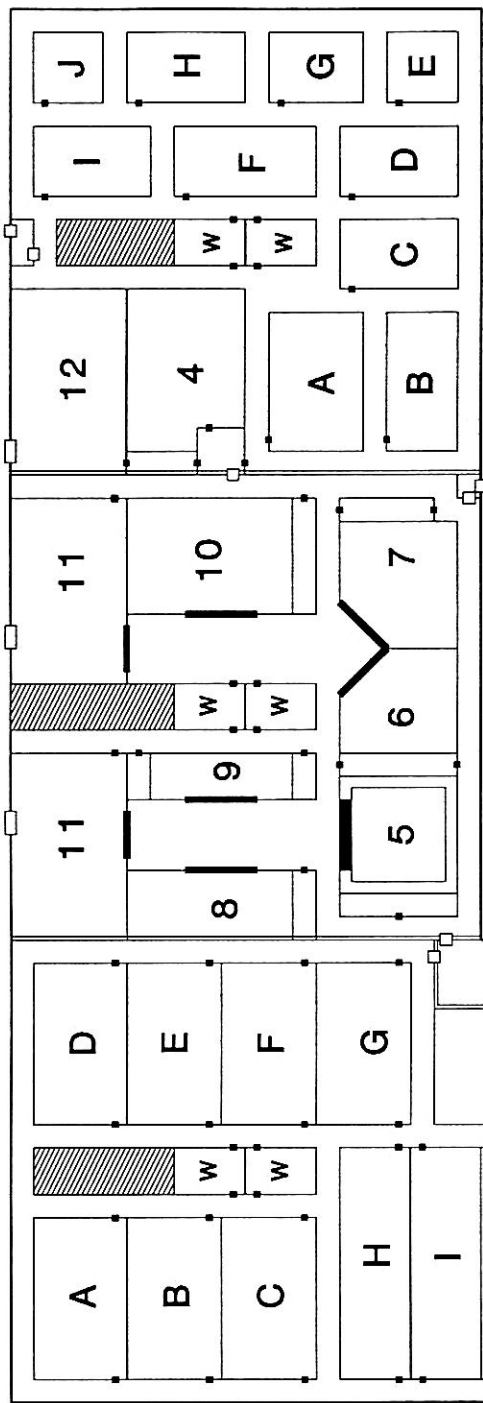
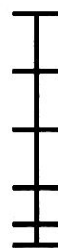
W WASHROOM

E ELEVATOR

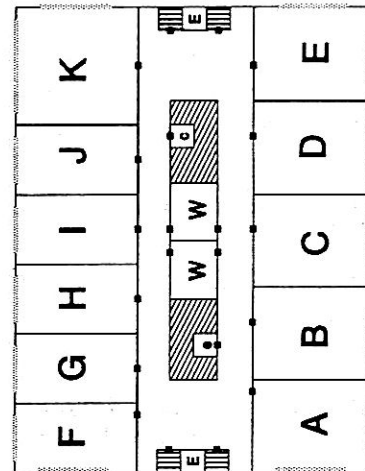
e ELECTRICAL ROOM

c CLEANING ROOM

Scale in Metres
0 2 5 10 15 20



TOWER
2ND FLOOR
LIBRARY



TOWER
1ST FLOOR
ADMINISTRATIVE
OFFICES

OTHER STUFF

SQUAD SKIMMER

TYPE: Transport

CREW: 3/15

RANGE: 800 km

FUEL COST: 500Cr

SPEED: 140 km/hr

TURN MODE: E

CARGO: 2500 kg

COST: 300,000 Cr

THR: 4

INT: 8HP/6HP

FLUX: Nil

ECM: Nil

ECCM: Nil

ATTACK MOD.: 0

HUNTER ROBOT (HNTR-1)

HEIGHT: 1.8 m

WEIGHT: 100 kg

COST: 20,000 Cr

INT: 35/25

THR: 4

WEAPON: M18L

REBEL SPIES

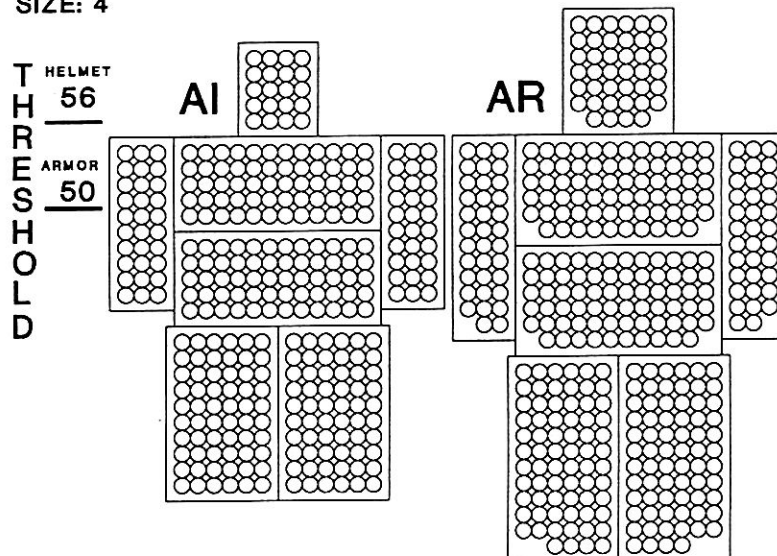
	ZEN RIGELN Ikwiktik	HUMAN Ivan	ORION "Juicer"
STR	40	95	75
IQ	110	60	63
MD	60	75	85
AGL	76	80	76
CON	80	65	72
AGR	59	95	65
INT	84	45	79
CHR	87	53	84
HTH DMG	1x2	4x3	3x3
HIT %	58	66	66
DM	0	-4	-2
BODY	9	11	10
POWER	10	--	--

IKWIKTIK: 4TH LEVEL "FOLLOWER"

Powers: 1 Awaken 2 Cramps
1 Fear 2 Burns
1 Pain 3 Paralysis
2 Reverse Peristalsis

HERCULES MARS ARMOR

SIZE: 4



TYPE	ENC	ELE	EMP	FIR	CLD	CRT
HELMET: Defender	4	100	100	100	100	110
ARMOR: Hercules MARS	4	100	100	100	100	110

ARMOUR OPTIONS

LOCATION	CRITICAL % ROLL	TYPE
HEAD	01-33 34-00	ECM 30% NO CRITICAL
CHEST	01-50	FLUX SHIELD
	51-57	IR DAMPENER
	58-72	SMOKE GENERATOR
	73-00	NO CRITICAL CAMO UNIT
UPPER RIGHT ARM	01-00	ANTI-MISSILE MISSILE
UPPER LEFT ARM	01-33 34-00	BODY FLARES LASER SHIELD
LOWER LEFT ARM	01-00	LASER SHIELD
ABDOMEN	01-20 21-00	ANTI-PLAS GENERATOR NO CRITICAL
REFLEX MISSILES	00000000	

NON-PLAYER CHARACTERS

Essex Aiken, Orion, Merc Officer

Subjective Comments: "Action, adventure, danger, I love it all. Since I'm a lieutenant I figure the best way to have the most fun is to be in charge. Now lets see, with this pass card and a little ingenuity we can find out what the captain REALLY has in that foot locker of his."

Objective Comments: Essex Aiken may be green, but he is competent. This is one of his first training missions and he intends to make the most of it. He has the same view on action, adventure and danger as most Orions. He will probably never make it past the rank of Captain, given this light hearted attitude. Then again, it might land him in the brig even before he leaves the ship.

Essex is an excellent story teller (level 7 bard). Furthermore, he is a former cy-ball player which gave him a sort of vicious streak. He was forced out of the sport when the null grav generators switched off while he was on the ceiling fighting for the ball. Now he has a fear of heights and likes to keep his feet planted on the ground or be strapped firmly in his pilot seat (hard to figure huh!). He has primaries in Military and Vehicles and is familiar with lasers, archaic powder and thrown weapons.

Combat Tactics: He has a flair for drama and likes to do things with style. This trait extends on to the field of battle. He has no set tactics; he will do what looks best at the time. This is not to say that he is stupid or suicidal, but when the time comes to storm the fort, he will make sure that he has the sun at his back, the wind in his hair, a cigar in his mouth, and an appropriate soliloquy at hand.

Identifying Quotes: "Did I ever tell you the story when....."
"All right lads. For the Alliance, for the corp, CHARGE!!!"

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
66	74	109	52	56	85	90	60	8	1200 CREDITS

Tiskentarious Phentari, Phentari, Merc

Subjective Comments: "Salutations. May a thousand skulls ornate your living room. Enjoying the trip? Excellent, how about those Death Knights eh?"

Objective Comments: Tiskentarious is very personable. He has come to the conclusion (silly as it may be) that you can't kill everyone you meet. The best way to locate a fugitive is to find someone else who knew about his last whereabouts and interact with them to get the information - then kill them! So he practices. His conversation is quite shallow, his inter-personal skills are terrible, and his jokes are even worse. But then again, what do you want with a 20 charisma. His primary is in Military and his secondary is Espionage.

He is a mercenary squad point man, with the appropriate skills, but is saving his wages and investing them carefully (level 4 business management), keeping his eye on the day when he finishes his contract and can afford his bounty hunters licence.

Combat Tactics: He is something of a loner on duty and usually operates away from the rest of the squad. When engaging the enemy he will hold his fire and attempt to sneak up on them.

Identifying Quotes: "Did you hear about the Eridani infant and the plasmor mine....?"

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
60	60	85	64	61	69	82	20	18	500 CREDITS

Reglin Carn, Orion, Mercenary

Subjective Comments: "If it can be done, get someone else. If it can't, call me. I'm the best at what I do. If you're a non-believer just ask me, I'll tell you straight. There ain't a time to party, there's lots of them. Like when you're in the field, nothin' gets the adrenalin flowin' like feeling the kickback on you're pulse cannon and watching holes appear in some slag's armor. Then, when you're home, it's time to show the women that you really appreciate them."

Objective Comments: Reglin has a slightly inflated ego. His happy go lucky attitude and overconfidence can be enough to test anyone's nerves. Friendship is valued very highly but other people mean little to him. He is very liberal in his choice of friends and can be found associating with Phentari just as easily as passive Zen Rigeln. A sucker for attention, Reglin will go out of his way to do things with style. Reglin is partially blind due to an accident early in his career and he receives a -50% penalty on sight checks. His Primary Occupation is Weapons and he also possesses a plethora of Physical and miscellaneous skills including fluent Phentari.

Combat Tactics: The combination of his bad vision, weapon choice, and a bit of insanity give rise to Reglin's usual tactics: run up to it, then hose it down with plasma until it stops moving. Combat is his way of dealing with stress. He chain smokes in battle, often stopping at insane moments to relight.

Identifying Quotes: "Odds are only for AIs."
"Life's easy for you 'cause I make it that way."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
83	110	84	85	87	48	94	103	11	0 CREDITS

Zixatafurious Phentari, Phentari, Merc

Subjective Quotes: "Bah!! Look at all these incompetent dogs around me. You there, hamburger, fetch me my drink. You wannabees don't know the meaning of the word "discipline." Where I come from they shoot incompetent scum like you."

Objective Comments: Zix (that's what his friends call him) is a wanted criminal. The Galactic Police are hunting for this guy. Fortunately for Zix, with a little cosmetic surgery, and some help from his tight connections, he has managed to evade them. The police have no idea where he is at this point.

Zix is very wary of others. He is used to being on top and having goons do what they are told. Since his escape from capture he, has maintained a low profile. Now he is here working for a Mega Corp and beginning to like it. He can't wait to get into some heavy combat. He gets along well with Orions and other people who look like they have grown up on the streets. Due to his past problems with them back in Fornax, he hates Humans (except for dinner). He loves to gamble and is proficient (level 6). His primaries are Espionage and Weapons. He also has a smattering of Military skills.

Combat Tactics: Zix is a manipulator. He is deadly in a fight, but will quickly withdraw when the odds are not in his favor. If someone has to be sacrificed for the glory of the corp., it will not be him; he will send one of his subordinates. Generally however, he prefers to shoot his opponents in the back.

Identifying Quotes: "Two paces behind me at all times."
"Hey deadbeat. Stop looking around, I mean YOU!!!"

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
81	97	125	95	74	85	83	-5	25	850 CREDITS

NON-PLAYER CHARACTERS

Tog Rath, Python, Merc

Subjective Comments: "Avron good. Alliance good. Computer game good. See, I can turn it on. Heh, heh, sssssssss, heh, heh. Tog like playing. AH! What that!? (BLAM! BLAM! SMASH!) Oh. It was only puny little human bartender. Tog sorry."

Objective Comments: Tog is just your average fun loving Python Lizard out on another mission to glorify the corporation and Alliance. Usually jovial, he has a slight paranoid tendency. He tends to smash or blast anything that spooks him (5%). It's best if no one makes any sudden moves or loud noises around him. He is a video game master and can be found playing any machine on his time off. He gets a +100% MD check when playing video games.

His primary is gunnery and his secondaries are in weapons and military. He also has 1 level in computer operation (he has to be able to turn it on to be able to play it, don't you know).

Combat Tactics: He tends to laugh slowly while playing games, behind a gunnery position, or when he sprays plasma with his M-20 Blaster. Kind of a deep "Heh - heh - ssssss - heh - heh" sound. When not at long range, he uses standard Python tactics. He runs up and kills things.

Identifying Quotes: "Tog sorry."
"AH! What that!?"

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
120	47	50	59	88	90	69	38	30	100 CREDITS
(IN QUARTERS)									

Cylan Iandos, Zen Rigeln, Cybernetic Specialist

Subjective Comments: "I find life to be very sacred. I have the power to heal, however, I do not shun technology. Actually, I find it rather fascinating.

Your right eye is fine, but you will be pleased to know that your left one is pulverized beyond repair. We will be replacing it with a better one. Cybernetic of course."

Objective Comments: Cylan has a key interest in technology, although trained in the healing arts. She views technology as one part of the healing process. She is friendly and will offer any help she can give to anyone who asks. Her first priority is the saving of life and the prevention of unneeded pain and suffering.

She has a primary in Cybernetics and secondaries in Medical and Matrix Control.

Combat Tactics: Her pacifistic views are slightly different from many of her brethren. She will defend herself quite vigorously. She is a hand to hand expert (12 levels) and has training in a number of non-lethal weapons (stunstick, taser etc.).

Identifying Quotes: "If I can't fix it, science will"
"Your left arm? Nothing that a bit of cybernetics can't replace."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
71	91	56	85	66	40	83	75	12	200 CREDITS

Gorin and Gayle, Ram Python and Human, Bounty Hunters 2nd Class

Subjective Comments Gorin: "Why everybody treat me like I'm stupid. Me very smart, Gayle say so all the time. You on other hand not so smart, you upset me!

Gayle's my "little" sister. You hurt her and I'll make Phentari pizza out of you.

Yes me like Bach too. I also collect dried flowers, Gayle like flowers."

Objective Comments: Gorin is a monster of a Ram Python. Far bigger than any you've probably seen. He is soft spoken and comes across as somewhat of a wimp (for a Ram). With his I.Q. of 50 he is no moron. He thinks before he acts (something Gayle has drilled into him) which is a trait almost unknown to Ram Pythons.

He has cybernetic eyes and sees better than most Humans. He is honourable and has a 25% chance to berserk whenever Gayle is injured or threatened. He has learned to accept the men who Gayle goes out with (that is, the few that remain after seeing his awesome presence).

Combat Tactics: Gorin is very calm in combat. He evaluates his enemy carefully before committing himself. This is the result of Gayle's influence, who had almost been killed in the past due to his rashness. However, once entering the fray, he is deadly efficient.

Identifying Quotes: "This guy bothering you Gayle?"
"I think you dead, therefore you are."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
150	50	51	63	122	86	56	50	40	250 CREDITS

Subjective Comments, Gayle: "Hello, can I buy you a drink. Where are you off to? Don't mind Gorin. he's a pussycat. Gorin!!! You scared him away again!

No need to get upset, I'm sure things will get better. Why don't you tell me about it."

Objective Comments: Gayle, Gorin's partner, is a gorgeous Human. They always work together. In fact, they practically grew up together. G & G view each other as sister and brother.

She is always calm and in control of a situation. She doesn't have an attitude and treats everyone as an equal, unless given a reason to do otherwise. She likes easy going types as long as they show dedication to their work. Both have primaries in Military and Espionage and are, of course, loaded with street smarts (level 14).

Combat Tactics: Gayle is very near a tactical genius. She readily sees advantageous opportunities available during a combat and uses these extremely efficiently, much to the dismay of her opponents.

Identifying Quotes: "We're a team."
"GORIN! Stop that. Let him go this instant."
"I see your problem. This is how to fix it."

STR	IQ	MD	AGL	CON	AGR	INT	CHA	BODY	Cash on Hand
57	92	68	77	63	56	82	85	16	250 CREDITS

Team Combat Tactics: They make an awesome team!! Both are heavily equipped. In battle Gorin carries a B-C Terminator Pulse Cannon and a Gamma 4 Laser Carbine for backup. Gayle is armed with a Savage B Laser Pistol and a Carousel Maggun.

ALL HELL BREAKS LOOSE

crash RV*. But no one's there!!! (they are all dead) It is likely that one or two retreating characters may sustain a laser hit. In this case, the Veromale autoinjector computer in their armor overloads and painfully incapacitates the characters until the drug wears off. Affected characters have to be carried. There are too many robots to fight and the characters still have their training attachments on their weapons. They would be foolish to stick around. Let them suffer for a while before advising them that they are about to get " *&%\$#@!!!" Do not kill the PC's off here, but wounding them is fine. It is also advised not to let the Python get "zapped" by his auto-injector, as no one could possibly carry him. No map is included as it is not really necessary. The terrain is flat forest.



MEETING THE EXECUTIVE

Commander Dent was being driven around the area in his private skimmer with a liaison officer, inspecting the troops on exercise. Their communications went out early in the morning, so after sunrise they headed back towards the base. On their way, Dent received a garbled transmission, via his built in comm unit, that the Rebels had taken over the base. The MARS unit was in danger of being captured! While considering what action to take, Dent's skimmer is ambushed by a Rebel patrol. The driver and liaison officer are killed by hostile fire. The skimmer crashes, but Commander Dent survives. This is, of course, due to his street armor and resilient android construction.

The morning after "All Hell Breaks Loose", the characters hear sounds of weapons fire and a crash. They should move to investigate the rising trail of smoke in the distance. They see a lone human heading straight

towards them. They recognize him as the Operations Commander from the briefing. Behind him, 100 meters away, is a squad of Rebels in hot pursuit. When the Operations Commander closes to within 25 meters, he spots the Avron symbol on their uniforms and orders them to "ENGAGE THOSE REBEL SCUM!!" (The BM's must somehow manipulate the characters into saving the Commander.)

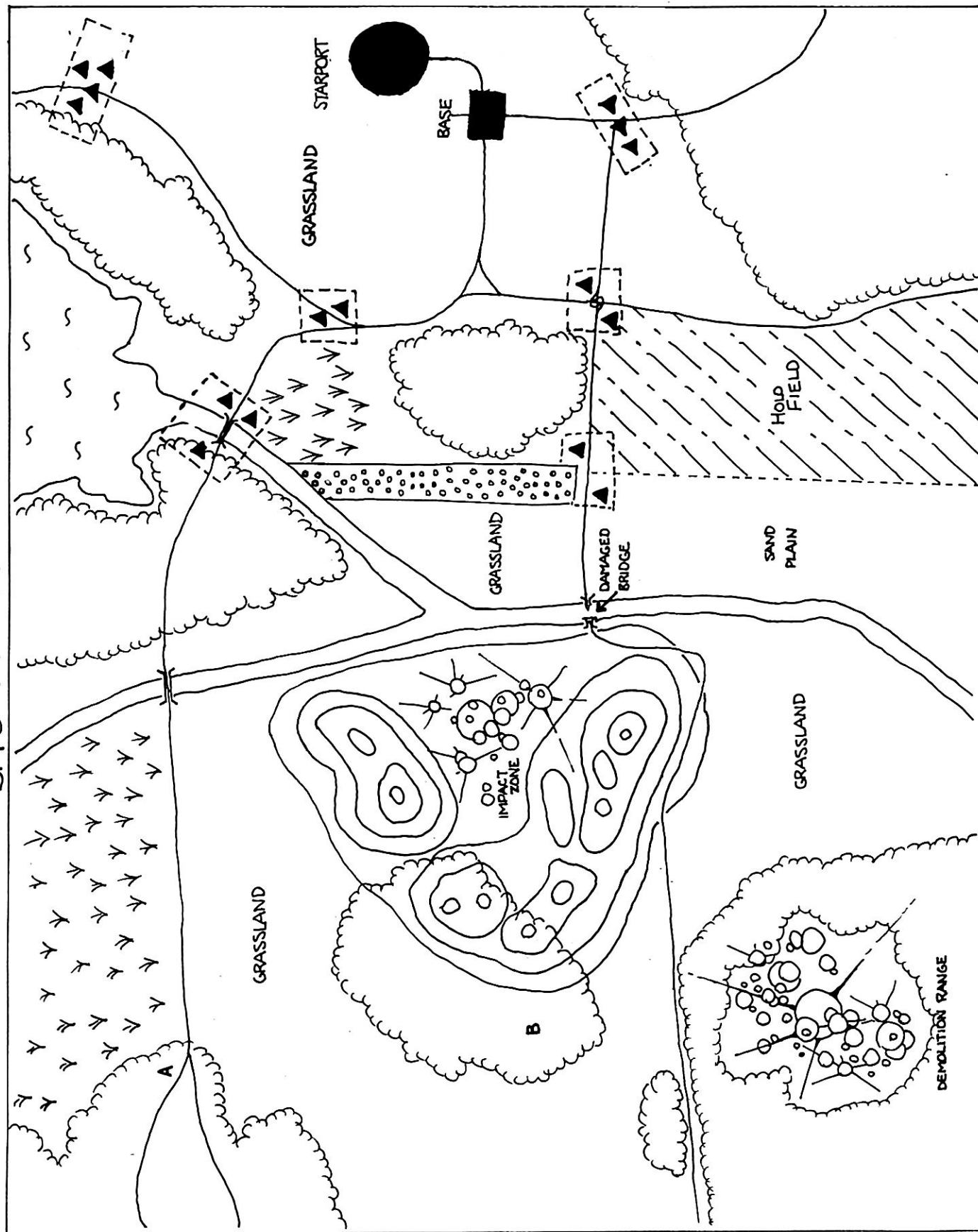
Mr. Dent explains to the characters what has happened after the rebels have been dealt with. He refers to the MARS as a "valuable piece of equipment." He leaves out anything that will compromise his identity as an android. The Operations Commander then continues, "You are ordered to proceed with me to the base and secure the equipment, which is located in the high security lock up of the science and engineering building. It must be secured at any cost!" If the mercs press him about the nature of this valuable piece of equipment, and/or how they are supposed to secure it, he replies, "Come now, surely you must realize that we operate on a need to know basis. None of you need to know. Not until we have reached the lock up area." No doubt somebody will ask what happens if the Commander gets waxed, to which Dent responds, "Part of your job is to ensure that it does not occur."

It may dawn upon the characters that since they are military, and he is civilian, he has no authority to give them orders (Intuition check at -20). This is true, however, the BM should point out that this situation is analogous to a city mayor giving orders to a street cop. He might not have to obey, but it would probably be a good career move. Another tactic would be to mention the possibility of awards or bonuses, although Dent never even hints at this.

The Operations Commander has a number of built in features. His insides are machinery, but he is covered in living tissue, complete with circulatory system. There is a small communication unit built into his cranium as well as a black box. The black box is a sophisticated recording system which allows his memories to be accessed and analyzed in the event that his functions are terminated (ie. he gets waxed). He has a total of 8 body points and a personal body threshold of 4, although his skin can be cut or scratched normally. Dent is wearing Street 2 armor which has taken one point of absorption damage in each arm and two points in each of the other locations, due to the crash of the skimmer. He is unarmed, but programmed for any form of combat. In any case, simplify matters by giving him +20% with any weapon he can get his hands on. At no point does he take any action that would compromise his true identity.

They may become suspicious though, especially if he refuses medical treatment for a seemingly serious wound (intuition check at -25).

BM'S TRAINING AREA MAP



BROKEN GROUND



SWAMP



BRIDGE



FOREST



MINE FIELD



REBEL POSITIONS



WATER



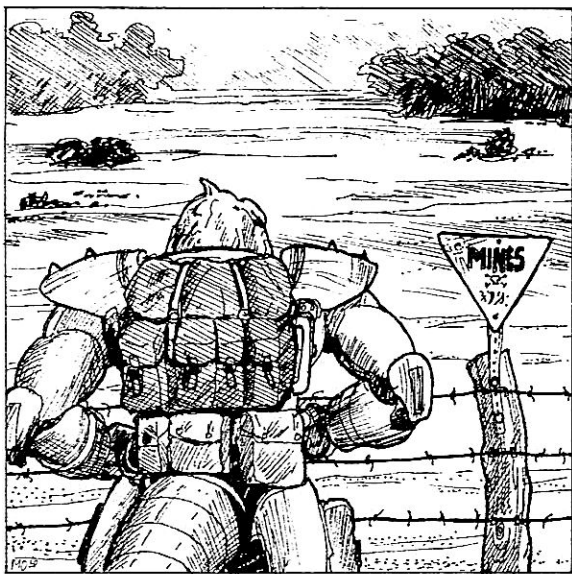
DEMOLITION RANGE

THE TRAINING AREA

TRAINING AREA

MINE FIELD

The mine field shown on the map is approximately 6 kilometers wide and 300 meters deep. The field has a density of 1 and 2, indicating that it has both anti-tank and anti-personnel mines. There are E4s and Bouncing Bettys (see pg105 and 106). If you cut a 1 meter path through the depth of the mine field, you should find one E4 and two Bouncing Bettys.



Other obstacles have been set up along the river bank on the northern edge of the field. These obstacles extend into the river to a depth of three meters. They consist of wooden hedgehogs* and barbed wire. The wire is booby trapped. A level 3 detect concealment or set traps skill check is necessary to find the traps (level 6 if not actively looking for them). To remove the traps takes a level 4 set traps roll or a level 6 demolitions roll. The traps are explosive, causing 4D6 concussion damage just like a grenade (see page 105). Cutting through the wire causes the characters to encounter four booby traps. The character is considered to be 0 to 3 (1d4-1) meters away if the traps are tripped. A failed disarming check over 90, sets off the explosives at range zero. It will take a total of three hours to cut through the wire safely.

If characters move through the mine field, check for anti-personnel mines every 15 meters, and for anti-tank every 30 meters. Roll a D10. On a roll of 1 they encounter a mine. Check for each character not following someone else through the mine field. Characters make a level 4 set traps or detect concealment roll to spot a mine. Add 2 levels of difficulty, if the character does not have demolitions skill. At night, add

an additional 2 to the difficulty check. The effects are cumulative. This assumes a slow walking pace (30 meters per minute). Characters who slow to 3 meters per minute cut the difficulty in half. If moving faster than a slow walk add to the difficulty: fast walk +5, jog +10, sprint +15. Removing mines requires a level 1 difficulty demolitions check, or a level 3 set traps check. If the character has both set traps and demolitions, use the better skill at level 1 difficulty. The easiest thing would be to simply walk around the mine. Then again, if recovered, the mines could be used later. Since the E4 takes 500 kg to set off, the characters will probably not have to worry about them, unless two Ram Pythons play piggy back and run through the mine field. You know how Rams can be!

ARTILLERY IMPACT ZONE

This area is rough, rocky ground, with shattered trees and the occasional unexploded artillery round. The ground is uneven and sprint movement is halved. If the characters can't take a hint, and walk into the open, they are eventually spotted by a Rebel mortar squad. Randomly determine how far they have travelled into the area before being shelled.

The Rebels are armed with an M29 81mm mortar with 20 rounds. The gunner has +15% with indirect fire weapons. This unit has set up on the western hill overlooking the impact zone. The party will probably be at range bracket 6, 7 or 8 (see page 107).

The artillery strike random encounter is identical to this. However, it assumes that the mortar crew has a vantage point from which to observe the characters. Ignore the random encounter if the characters cannot be spotted.

ARMORED PERSONNEL CARRIER

The APC encountered by the characters is effectively a Recon-7 minus flux shield and blaster. Instead, it mounts a PK machine gun. The smart thing for the characters to do is to hide from it.

Range to target is 2D4x100 meters. Assume that the gunner has +13% to sighting checks, and a detect concealment skill of 100%. If the gunner spots any of the characters, the APC closes to identify them. If he succeeds at a second sighting check, he will realize that the characters are corporate mercs and opens fire. At that point the characters had better have a LAW, some pulse weapons, or a machine gun with lots of ammunition.

THE TRAINING AREA

HOLOFIELD

The holofield is a dead, dry area of sand and tree stumps. There are hologenerators and underground Hunter robot storage points in various positions around the field. Virtually any environment can be simulated. Underground water systems can generate water, while a low intensity variable flux generator provides some substance to illusions. The Hunter robots come up from the ground, seemingly out of nowhere, and can appear as anything, although the weapons still act like M-18L lasers.

Rebels have taken over the range control building and will start toying with the characters before ordering the robots to kill them. The hologenerator affects the robots as well as the characters. Due to the programming you can not do sick and deadly things like making the robots invisible. However, other possibilities include a jungle setting complete with slithering snakes, screeching parrots and aggressive ape creatures, swamps with a bunch of Python Lizards, or an arctic setting with snowbots.

Radar, X-ray eyes, or the Mutzachan power Detect Metal are very useful in revealing the true nature of things.

REBEL POSITIONS

The positions marked on the BM's map represent large (at least platoon size) concentrations of dug in Rebel troops. Refer to the section in the module detailing defensive positions for more information on how these would be laid out. As a note, characters are not expected to attack these positions, but rather avoid or infiltrate them.



THE BASE

The training base is enclosed by a heavy chain link fence, fitted with barbed wire. The fence can be electrified (but usually it is not). Subsequent to the takeover, the rebels have turned on the juice. There are three entry points: west, south and east. There is a large gate and a guard house at each entry point. Each is manned by a single sentry during the day and by two at night. Unless otherwise noted, all buildings are single story and have doors, halls, and rooms designed to

accommodate all sizes of employees, from Mutzachans to Ram Pythons. There are always Military Police on duty at the security building, but the base is only patrolled about once per hour.

A number of changes have been made after the base has been occupied by the Rebel forces. Each gate is manned by a standard Rebel squad armed with a TOW missile in addition to their regular weapons. An observation post, equipped with night vision and long range binoculars, is positioned on the roof of the Science and Engineering building. There are a total of two platoons of Rebel soldiers, one platoon of Rebel

THE BASE



stormtroopers, and about twenty scientists/technicians. During the attack, the Rebels killed many Avron employees. Most have been captured and moved to the testing range (area 18) which has been converted into a holding pen. Some employees escaped the Rebels and may be encountered while the characters sneak around the base.

Approaching the base is best done at night in a slow, deliberate manner, keeping low in the waist high grass. Otherwise, the characters will probably be spotted.

Consult the random encounter table on page 26 of the pull-out section.

AREA DESCRIPTIONS

1) **Barracks:** These 25m X 50m buildings have a capacity of about 450 people each. They are three stories tall and rooms usually accommodate 2 to 4 persons, depending on the soldier's rank and race. Some rooms are equipped with environmental control allowing

Eridani or Phentari to sleep without wearing their methane processors.

Building 1a is currently being used as a sleeping quarters by the Rebels and a large number of them stay there at night. The insurgents always keep a pair of sentries on duty here. These sentries are standard Rebel soldiers.

2) **Officer Housing:** These individual, two level housing units, are designed to accommodate officers and families staying on the base extended periods of time (more than a week). There are four units designed for python size officers. Otherwise, these homes are similar to a modest single family dwelling found elsewhere in the universe.

3) **Temporary Quarters:** Important visitors, high ranking officers, and other officers only staying for a short period of time are accommodated here. This building has all of the standard 3-star hotel facilities (page 156 in game book). It is three stories high and has a capacity of 200 people.

4) **Administration and Training Buildings:** The offices and classrooms for the various branches are housed here. Each branch has a corresponding occupational group or set of skills, which are taught and tested on the premises. Unless otherwise noted, the buildings have three levels and a capacity of 700.

4a) **Vehicles:** Vehicles occupation.

4b) **Small Arms:** Weapons occupation except Repair Armor, Direct Fire, Indirect Fire, and their associated repair skills. The Repair skills taught are only up to level 3. Further training is done with the Technical branch.

4c) **Heavy Weapons:** Gunnery occupation, Direct Fire, Indirect Fire, and their associated repair skills. See Small Arms regarding repair skills.

4d) **Tactical:** Military occupation

4e) **Technical:** All repair skills and the Journeyman occupation, except for Cook and Bartering skills.

4f) **Special Operations:** Espionage and Security Systems occupations, plus Physical skills.



THE BASE

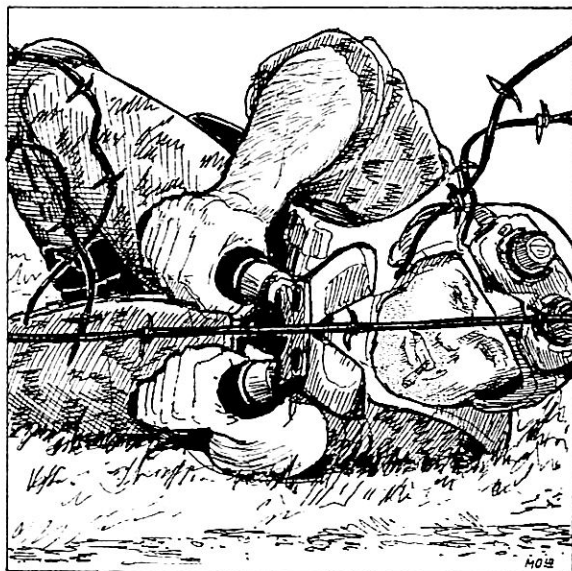
4g) **First Aid:** Medical occupation. Basic Medical is taught to a maximum of skill level 15. Other skills are limited to level 10. Surgery skill is not taught.

5) **Range Control:** This small building and communications tower is the control center for the training range. The operators keep track of unit locations, movement, and the types of training being conducted. It functions somewhat like a dispatch center. The holofield is also controlled from here. The Rebels have two technicians and three stormtroopers posted here.

6) **Vehicle Pool:** The administrative office and dispatch center for scheduling and monitoring the base vehicles.

7) **Vehicle Maintenance:** A garage attached to the vehicle compound to repair and maintain the base vehicles.

8) **Vehicle Compound:** This is a huge parking lot. All sorts of vehicles are parked here, including some older model APCs and light tanks. The area is guarded by four Rebel soldiers.



9) **Emergency Services:** Fire fighting and rescue equipment are operated from here. There are two fire trucks and a paramedic staff on call.

10) **Recreation Center:** This 3 floor building has extensive recreational facilities, including a gym, glass dome swimming pool, indoor sound proof sub-calibre firing range, holeroom, 3D video game room, small bar and mess, weight and exercise room, two outdoor tennis courts, a running track, and a small computer library.

There is also a large auditorium where briefings and various entertainment events are held.

11) **Base Headquarters:** This is broken down into three levels. The ground level is the administration center where the paperwork is handled. The second level houses all of the key personnel offices. Finally, the upper level contains the communication center. There is also a basement, which is used for storage, and a deep vault room. The vault room, which is 50 meters below ground, is accessed by a secret elevator in the basement. One must pass through a ply-steel security door at the bottom of the elevator shaft. Communication equipment and supplies are kept here. There is enough food here for two occupants to survive two months. Normally, this pair is stationed here to maintain communications and control, in the event of an emergency.

Extra personnel were to be positioned in the vault room, along with key commanders, to control the mop-up operation of the Rebels subsequent to their expected attack. Avron was caught off guard by the Rebels. As a result, not all of the people that should be there are. Furthermore, some of the communications equipment has not yet been installed. Thus, the Rebels have been able to jam their transmissions. Characters may occasionally hear the somewhat panicked voice of a junior officer briefly cutting through the static in an attempt to contact the outside.

The Rebels are now using this building as their own operations center. There are 10 technicians and a 9 member command squad inside the building. The command squad is comprised of a captain, a sergeant-major, a signaller, 3 lieutenants, and 3 soldiers. The perimeter of the building is guarded by a squad of stormtroopers. The insurgents are unaware of the vault's existence.

12) **Base Security:** This is the headquarters for the military police stationed at the base. They schedule patrols and respond to emergency calls.

13) **Mess:** A huge cafeteria with a capacity of 2500. The quality of the meals is that of a moderate grade restaurant, and are served only at specified meal times. Soldiers must purchase a mess card for 40 credits, which allows them to eat there for a week. The mess is divided into three sections of increasing luxury, for soldiers, NCOs (sergeant or higher), and officers. Civilian employees eat with the soldiers, unless they are management. In this case, they dine with the officers.

THE BASE

14) Wet Mess: This establishment is basically a night club or pub. It has a couple of pool tables, dart boards, and a dance floor. In addition to most varieties of drinks and snack food, the bar also serves some meals. This is the social center of the base where officers and soldiers, males and females, mix freely. There have been incidents of the military police having to break up the occasional knock-down, drag-out bar brawls, but for the most part everything is quite relaxed.

15) Science and Engineering: This building is covered in detail in a separate section.

16) Base Museum: This large building contains a lot of old vehicles, robots, and MARS systems, all of which are non-functional. It also has an area dedicated to "The History Of Avron", with holographs and other displays describing the company, its products, and its founder.

17) Base Hospital: Modern medical facilities for over 100 patients are located here. Only the most complex type of medical problems cannot be handled.

After the attack, four Rebel soldiers will be guarding the 100 casualties within, 70% of which are Avron employees.

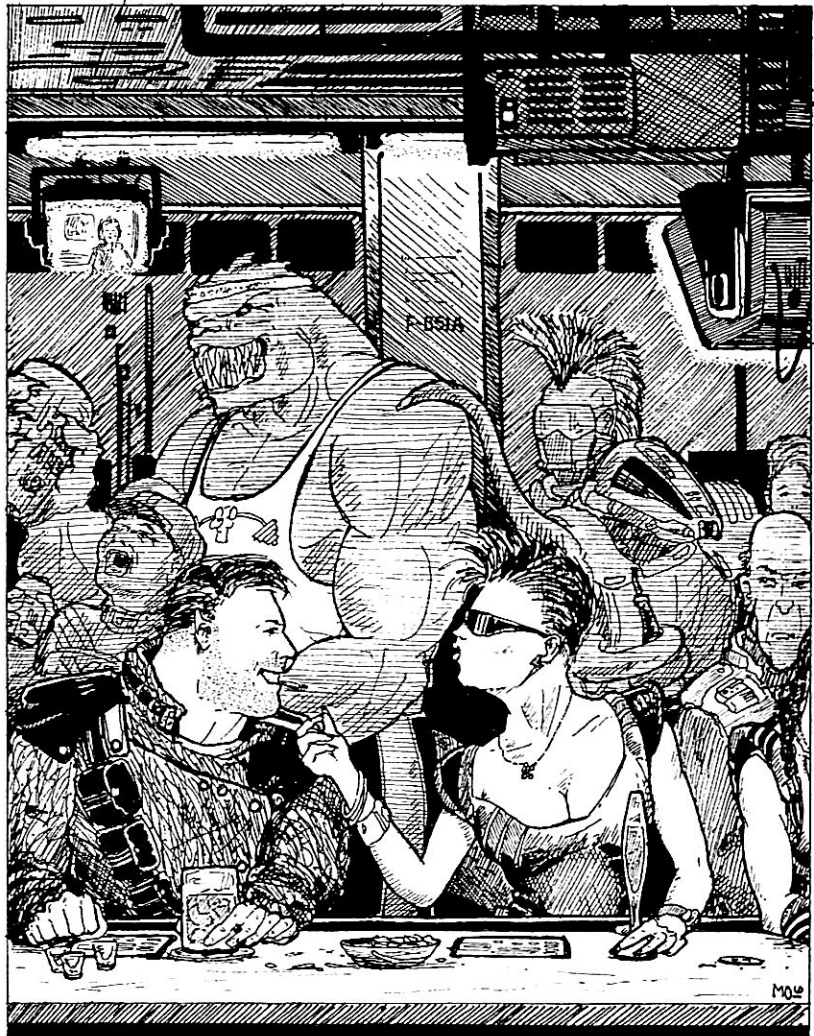
18) Outdoor Firing Range: This is where you do most of the on base target practice and weapon testing. A holographic target system operates within the confines of the six meter high blast wall. It is a meter and a half thick and can be accessed by a ladder.

The Rebels put all of their prisoners here, subsequent to capturing the base. Barbed wire is set up across the open area and an M-60 light machine gun covers the prisoners. A squad of Rebel soldiers guards the prisoners, with half of them patrolling along the top of the blast wall, and the other half along the wire.

19) Small Arms Arsenal: The majority of this building is below ground. The above ground portion is simply a small office and a security access elevator. Normally two soldiers carrying side arms are on duty. Only small arms are contained here.

The Rebels have four soldiers guarding this building, although they have not been able to defeat the security system to gain access to the weapons.

20) Heavy Weapons and Armor Lock Up: This building



is virtually identical to the small arms arsenal, except that there are two Rebel soldiers stationed here.

21) Base Supply: Almost every type of non-weapon, non-armor equipment is sold here. A customer simply enters the order area, walks up to a computer terminal, sticks his cred card into the slot, and picks out the desired items. Base supply is completely automated and retrieves orders within a few minutes. There are usually employees present to take cred chits as payment.

The Rebels have four soldiers guarding the building.

22) Ammunition/Explosives Dump: This is a secured warehouse surrounded by an earthen rampart. A barbed wire fence tops the rampart and there is a remote activated gate which controls access to the area. The gate is operated by one of the two soldiers who man the dump. Each of these soldiers carries a side arm.

The Rebels have gained access to the ammo dump and stripped it clean.

SCIENCE AND ENGINEERING BUILDING

THE SCIENCE AND ENGINEERING BUILDING

Scientific training and research is conducted here. There are four distinct sections: the low security and administrative tower, medium security labs, the environmental testing labs, and the high security labs. The low security, administrative tower has three levels of three meters each, while the rest of the building is a single six meter story. Rooms, doors, and furnishings are designed for up to size 6 employees (nobody counted on any Python scientists). Only the low security area has any windows. These 1.5 meter square plexiglass windows are located at points marked on the map. They have a threshold of 3 and an integrity of 4. Non-secure doors are of the automatic sliding variety, and have a transparent plexiglass window. There are two elevators located on the west and east side of the tower. Washrooms, maintenance closets, and electrical rooms are also marked on the map. Shaded areas represent space taken up by utility ducts (air, water, power etc.). There are security doors which operate on a combination pass card/palm scanner system at various points. The main and high security entrance have a guard stationed at a desk to monitor access to the area. There are also security exits which only allow personnel to move to a lower security area, or exit the building. The outside door is designed to only allow people to exit the building, and a person cannot enter an area unless they came from a more secure area.

After the attack, many Rebels have occupied the building, attempting to extract information from the scientific archives, as well as to see what sort of classified equipment they could get their hands on. They have set up an observation post on the roof of the tower and have equipped it with long range and night vision binoculars, as well as a Dragon missile launcher pointed west. It takes 30 seconds to change the launcher's firing direction. Electrical power to the building has been shut down, but a back up generator is operating. The halls are dimly lit by emergency lighting. While most non-vital machinery does not function, the security doors still work. The insurgents have defeated the palm scanner and now simply use pass cards for access. Any technicians or Rebel sergeants encountered in the building are carrying these cards and characters will have a difficult time moving about if they are unable to get one.

See page 26 in the pull out section for encounters within the building.

THE LOW SECURITY AND ADMINISTRATIVE TOWER

(1) **The Lecture Hall:** This room has a podium with a microphone and ascending rows of chairs. There is also a vid-board unit used during classes.

(2) **The Board Room:** Unlike the labs and classrooms, this room is more ornate, with several large, elegant looking tables and chairs. The room is used by professors or research teams to discuss matters.

(3) **Classrooms:** Fairly straight forward. These have a several desks, about 40 or so chairs, and a vid-board at the front of the room.

The Library: Students at the science and engineering building come here to study and find scientific information. Along the walls, are small study cubicles. They are designed for people to find some peace and quiet or to carry on discussions. In each cubicle and throughout the floor are computer terminals. There are also rows and rows of information cards stacked on shelves. Those cards which are rare, in high demand, or have the bad tendency to "grow legs and walk", are kept in the stacks. There is a fair size storage room. The librarian signs materials out on 4 hour loans.

Administrative Offices: The top floor of the tower contains departmental offices for the entire building. There is one office for each field of study (ie each type of lab), plus a head office (room k) which handles classrooms, library, and environmental testing labs.

(A to J)**Labs:** There are ten labs in each of the low, medium, and high security areas. Each lab carries out training and research of a certain type. Some labs are quite specialized for a field of study that pertains particularly to Avron and its products. Others are of a more general nature. All sorts of "doochicks" and "gizmos" related to the area of study can be found here, and BMs should feel free to embellish. The individual labs are listed below.

- (A) Chemistry lab
- (B) Physics lab
- (C) Robotics lab
- (D) Cybernetics lab
- (E) Biology lab
- (F) Mechanical Engineering lab
- (G) Electronics lab
- (H) Aerospace lab
- (I) Nuclear physics lab
- (J) Hydraulics lab

SCIENCE AND ENGINEERING BUILDING

LOW SECURITY AREA

These labs are used mostly for training of relatively inexperienced personnel. Attached to each lab is a small office where the professor maintains records and carries out some administration. There is also a locked storage room accessed from the office which contains personal confidential files, student records, and dangerous or limited availability items.

MEDIUM SECURITY AREA

This area has the same type of labs found in the low security area, but are used for more classified research and training. Personnel working in these areas are given more autonomy. There are no separate offices, as in the case of the low security labs. Additionally, computer archives are located in this area. This is a smaller version of the library and the information contained here is of a more complex and confidential nature, requiring security cards and codes to gain access to it.

ENVIRONMENTAL TET LAB

These specialized rooms are used to simulate a variety of conditions when evaluating a new material or vehicle design. Each has a small, security accessed, control room attached to it. Technicians can monitor testing from here. Large, hydraulic double doors allow vehicles to enter the rooms. Safety interlocks make it extremely difficult to activate the systems while living creatures are inside.

(5) **Hazardous Experiments Lab:** All sorts of nasty things are simulated in this room. They include, but are not limited to, weapon impacts, catastrophic collisions, and high level radiation bursts. It is constructed like a bank vault and has an internal flux shield to provide additional protection to the walls.

Currently, a Panther class light tank holds position here. It has been experimented upon. It has no weapons, flux shield, or ECM/ECCM installed and has taken 5HP of damage.

(6) **Pressure Room:** The vacuum of space or the pressure of the depth of the seas, and anything in between, can be simulated here.

(7) **Stress Lab:** Large hydraulic presses and sophisticated analysis equipment allow operators to determine the effects of various forms of stress upon test objects, as well as locating structural faults in their design.

(8) **Environmental Simulation Lab:** Vehicles are usually placed in here for a week or so to bake under a simulated

sun, or soak in a simulated torrential rain fall. Most other types of climatic conditions can be simulated here such as heat, cold, and atmospheric makeup.

(9) **Wind Tunnel:** Two separate but similar pieces of equipment are operated in this area. The first, is a fan driven air system to produce continuous wind speeds up to 300 kmph. The second is a piston driven hyper-shock unit used to momentarily simulate air flow of up to mach 20.

(10) **Grav Room:** Generators built into the walls, floor and ceiling suspend items in the center of the room for extended periods of time to determine the effects of a zero G environment. The floor, or ceiling generators, can also be operated independently to produce a high gravity field.

(11) **Garages:** These have typical mechanical equipment and tools used in the assembly and maintenance of most types of vehicles. Portions of a disassembled skimmer can be found in each area. The double doors lead outside to the security monitored parking lot. It is surrounded by an electrified, chain link fence.

HIGH SECURITY AREA

The labs and computer archives are virtually identical to those in the medium security area, except for the security classification of the information processed here.

(12) **Secure Lockup Area:** Various pieces of specialized equipment are stored here when not in use or being tested.

Much to the characters' disappointment, the room appears empty. All is not as it seems, however. Cyron Zakka, a Mutzachan scientist, was replacing some equipment to the lockup when the base was attacked. He hid in the corner to avoid discovery and stumbled upon an experimental piece of equipment. Oh wow...the invisibility generator!!! Cyron provided power to the unit, using his matrix control. He remained unseen as the Rebels captured the room and moved all of the other equipment out of the lockup. While eavesdropping, he overheard one of the Rebel commanders say "This is it; this is the armor. We'll take it to the starport and store it there until we depart."

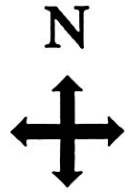
The characters may have encountered Cyron previously on the Elizabethan Starcruiser, or possibly in the base mess. Although he will still dislike anyone who had treated him badly, this is no time to hold a grudge. He will co-operate with the characters. He has been hiding here for the past several days, sneaking out occasionally to find some food and zap the occasional



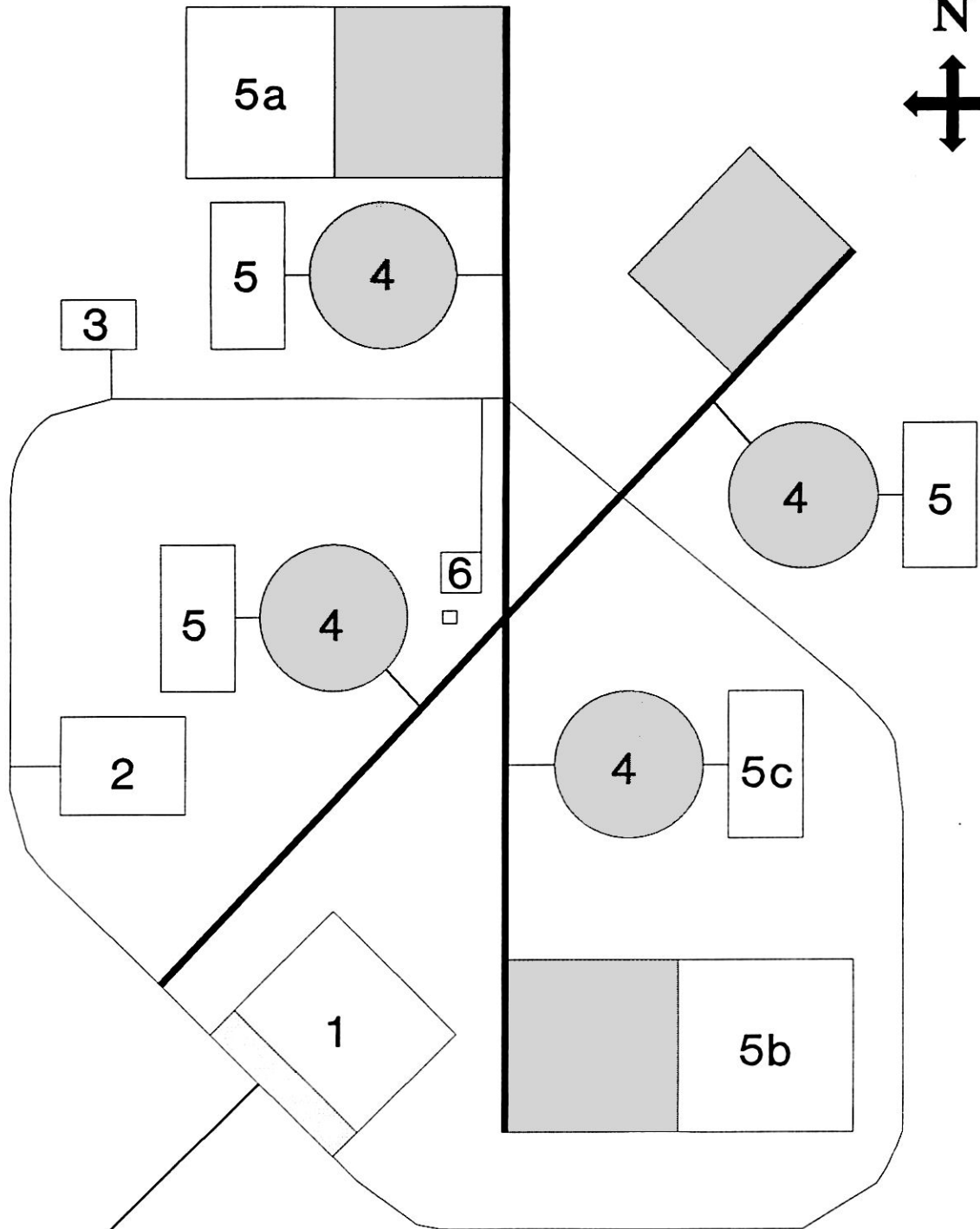
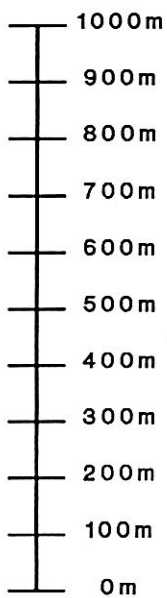
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YOSSAKA STARPORT



SCALE



- 1 Terminal
- 2 Vehicle Pool
- 3 Emergency Station
- 4 Landing Pad
- 5 Hangar

- 5a Military Hangar
- 5b Large Hangar
- 5c Rebel Occupied Hangar
- 6 Control Tower

SCIENCE AND ENGINEERING BUILDING

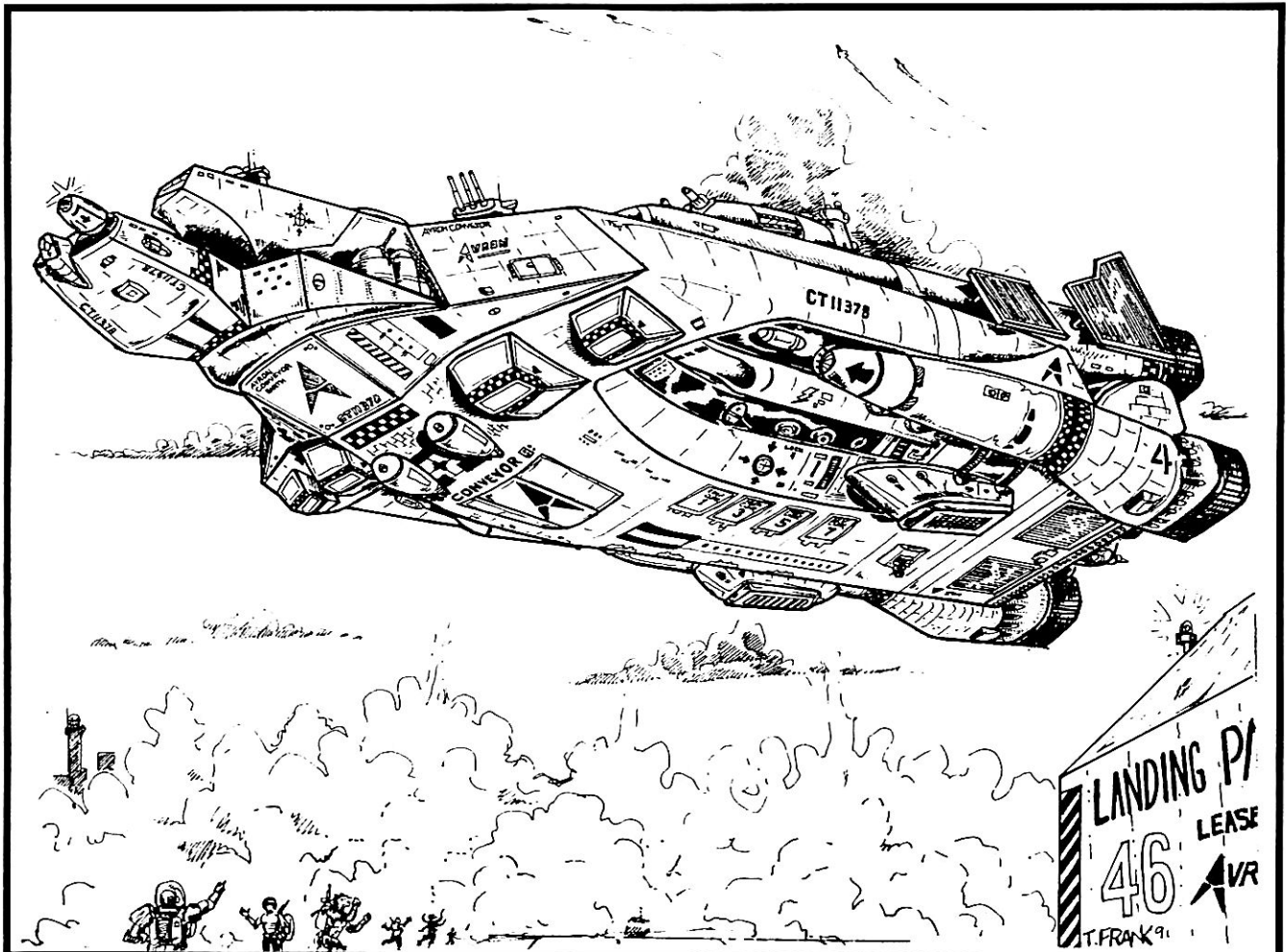
Rebel.

The invisibility device is highly complex and experimental in nature. It utilizes a sophisticated computer controlled sensor and hologenerator system to make objects blend perfectly with their surroundings. Two units of electrical power are required to maintain the invisibility each fire segment (20 units per minute) and only those personnel or vehicles in contact with the unit are be affected. It has a threshold of 3. It can only take 10 points of integrity damage before it is ruined. The main problem with the generator is its size. At 150 kg, only a Python type could carry it. The other problem, is the power usage.

YOSSAKA STARPORT

This small starport is located near the training base and handles all of the nearby air traffic and incoming space traffic. Surrounding the perimeter, at a radius of two kilometers, is a chain link fence (not shown on map) to keep out curious indigenous animals. The single road from the base leads through a gate which has a security station.

The Rebels have occupied the starport area with a company of men (2 platoons of soldiers and a platoon of stormtroopers). Guards have been positioned in trenches along the fence. There are squads located at the gate, directly to the north, and to the south-east of the starport. In addition to their regular weapons, these guards are also armed with Figlini missile launchers. The Rebel jamming from the control tower antenna has caused their radios to be useless. Consequently they have laid signal wire from the guard posts to the tower,



YOSSAKA STARPORT

now functioning as a head quarters.

Character hear a thundering sound in the distance, once they begin searching the starport. This is the starcruiser that the Rebels have been waiting for. The Rebels have the MARS unit and a number of other salvaged items tucked away in a hangar, ready loading and dust off. Coincidentally, (isn't it always) Avron has mustered its forces and is planning an assault to retake the base. This is the climax of the adventure. The characters fight or sneak their way to the hangar to secure the MARS, and then hold off the Rebels long enough for reinforcements to arrive. The exact make up of the corporate forces is not particularly important to the adventure. Assume these are enough to send the Rebels scurrying for their starcruiser. Once the attack begins, have a lot of blasts and bullets flying. An occasional mortar round is good to blotto some nearby Rebels! Of course, if the characters are having a "cakewalk" getting to the hangar, friendly fire could be just the thing to slow them down a bit.

One of the characters might even get into the MARS unit. Let them have their fun and get a bit of payback. Regardless of what the characters do, Avron will retake the starport in the end. However, the characters are the only ones who can prevent the Rebels from getting away with the MARS.

Refer to page 26 in the pull-out section for random encounters.

(1) **Terminal:** This large building houses the administrative offices and is a processing point for in transit passengers. There is a baggage check, security office, ticket processing area, passenger waiting area, as well as a restaurant, bar, and lounge. The western portion of the building functions as a baggage depot and warehouse.

(2) **Vehicle Pool:** A fence surrounds a parking lot. It is filled with small baggage carts and utility vehicles. There is also an office here.

(3) **Emergency Services:** Fire skimmers and ambulances are stationed here to respond to any problems that may arise.

(4) **Landing Pads:** These are paved circles where V-TOL aircraft and grav powered ships can land. Landing lights surround the area to aid in visually controlled landings. The landing pads are large enough to accommodate an Elizabethan class starcruiser.

(5) **Hangars:** Refuelling, maintenance, and minor repair facilities are located in each of these huge, open buildings.

(5a) **Military Hangar:** This building does not have any refuelling capabilities, but it does have a stockpile of ordnance (bombs, missiles and other ammunition), used on Avron ships, fighter planes, and combat shuttles. As usual, access to the ordnance is strictly controlled by security systems. There is a squad of Rebel stormtroopers here. They guard four technicians who are trying to defeat the security codes.

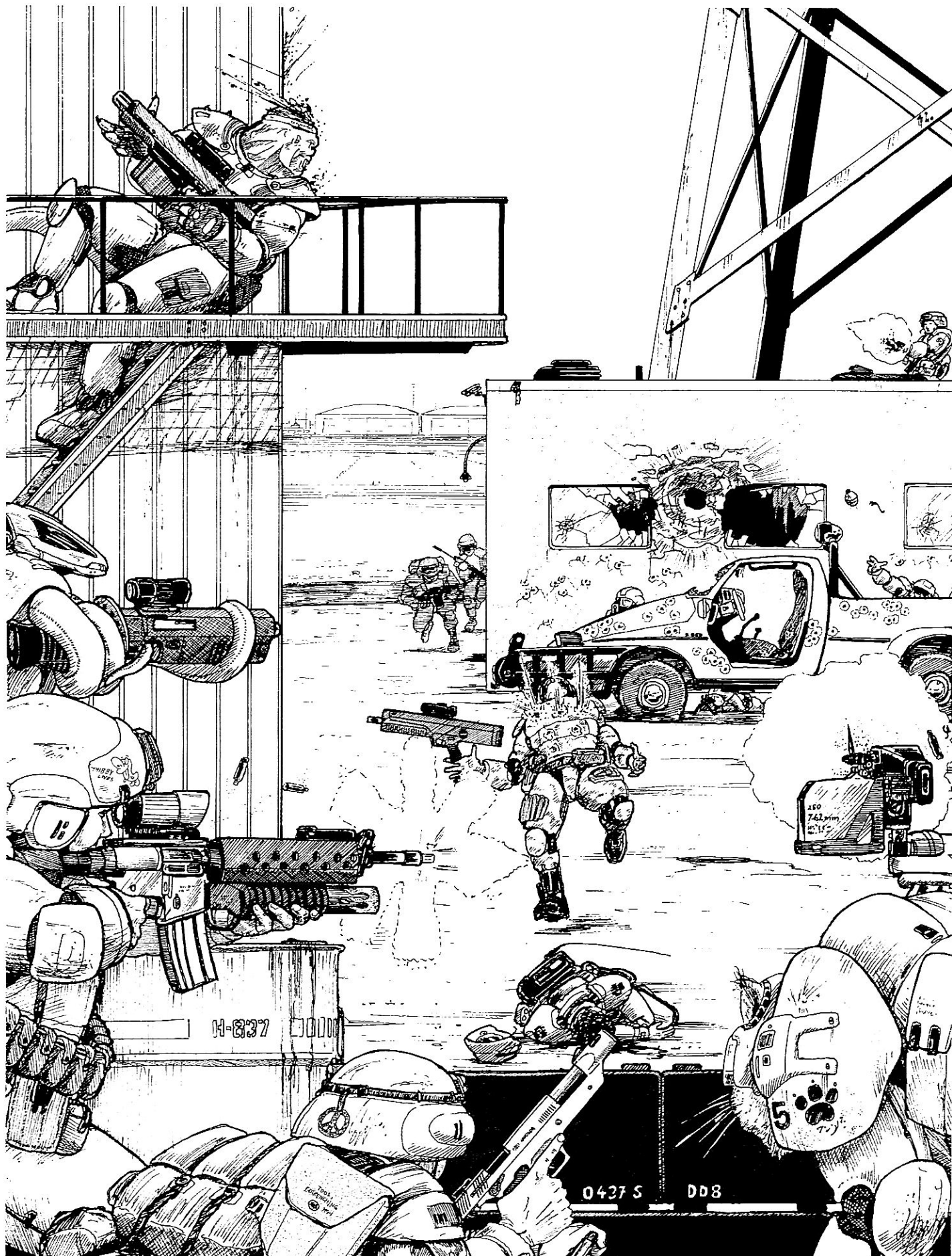
(5b) **Large Hangar:** In addition to refuelling and maintenance, this building also contains major repair and overhaul facilities. Only those complicated procedures which require an orbital station cannot be performed here.

(5c) **Rebel Occupied Hangar:** Yep, here it is, the MARS unit and the Rebels who are guarding it! The MARS unit has been loaded onto a null-grav dolly for easy loading when the ship arrives. Additionally, the hangar is partially filled with row upon row of boxes, crates, and bins. These are full of stuff that the Rebels intend on making off with. They have already looted most of the starport, but equipment from the base has not been taken off planet. The outside of the building is patrolled by a squad of Rebel soldiers while a squad of stormtroopers is stationed inside.

It takes a total of 30 seconds to get into the MARS unit. This does not include the time it takes to get their own armor off, which takes about a minute. Characters can utilise it's functions, if they know the security code. Characters will probably not have any skill in the use of most of the armor's weapons. Therefore, it is likely that they will be at a -50% penalty (but it's REAL FUN, and makes a lot of noise).

(6) **Control Tower:** Just like the ones you find in airports. Vehicles are tracked on radar and flight patterns are organised. Next to the control tower, is the system communications antenna to which the Rebels have hooked a high powered jamming device. The jamming device looks jury-rigged with out of place cables trailing down the antenna, across open ground, and into the control tower. If the characters take out the antenna, or the control tower, or even merely cut the cable, the jamming will cease and communication will be restored.

The Rebels are using this as a temporary headquarters and have a squad of stormtroopers guarding the dozen or so high ranking officers.



THE WRAP UP

The Rebels get away but Avron regains the starport. The fate of the MARS is in the characters' hands. They should be able to get into the hangar and secure the MARS by escaping with it, or holding off the enemy until Avron's advance causes the Rebel scum to leave in their starcruiser.

If the characters are successful, they will become minor celebrities. A big awards night will be held on base in the recreation center, after the planet gets cleaned up and things return to normal. The characters and other employees who went beyond the call of duty, will be given the recognition they deserve. Survivors in the playing group will each be given a corporate citation and a cash bonus of 10,000 to 20,000 credits. This depends on how Avron views the role they played in the whole affair. They can also receive 2 to 4 prestige points and an experience bonus of up to 6000 additional points. The BM should base the bonus on how much that particular character contributed to the success of the mission.

Of course, if the Rebels get away with the MARS unit, things aren't so rosy. Once Avron finds out that the characters were in a position to stop the Rebels, the corporation will want to know why they didn't. The only merc who will be readily excused for the failure are those who died trying, or ended up incapacitated. Unless they were really stupid, the characters would probably not receive any black marks over the incident. Nonetheless, nasty rumours may arise which question their loyalty and hint at them being "chickens". In this case, nobody will receive any cash and the experience bonus would top out around 2000 points.

The BM can close the adventure with the characters being at the awards ceremony and meeting up with any of the NPCs who may still be around. As they talk, a human corporal will approach each character, one at a time, and have them sign for an envelope that has the Avron logo in the corner. Ignore any players who keep asking "What does it say?! What does it say?!" until everyone has got their envelope. After that, the conversation might go something like this:

John: So what does it say?

BM: Do you open it?

John, Steve, Blair: Yeah, yeah we open it.

BM: It's a letter.

Steve: And?

BM: It's on company letter head.

John: And?

BM: It's your orders.

Blair: What orders?

BM: For your next mission.

John: Already?

Steve: Oh no!!!

Blair: So what's happening?

BM: My, my will you look at how late it is, I really have to get going.

FURTHER HAPPENINGS

The BM should remember Commander Dent and his black box. Unless the characters thoroughly disposed of the android, Avron will eventually recover his chassis, review the contents of the black box, and find out what really went on up to the point of his termination. This may make the characters look good, or put them in deep "%&* \$".

Vaz III can be used repeatedly by the BM as a place for characters to train or have further missions.

The BM would be hard pressed to milk every bit of potential from the NPC personalities, considering the number described in this module. Many of the NPCs are Avron employees and characters can come across them anywhere that Avron operates (which is almost everywhere).

What about all the neat stuff the Rebels swiped from the starport? Who knows what sort of things Avron kept there! Where will they turn up next?

What about the real Operations Commander Alexander Dent? He could show up later to spook the characters.

Will the characters come across evidence that hints towards the whole VAZ III episode being a twisted corporate test gone terribly wrong? What plans will D. F. Grant set in motion the next time he arises from his icy cold sleep?

Stay tuned. Same Avron time, same Avron channel!

NEW EQUIPMENT

GDX: Gravitational Directional Explosive. This special form of plastique detonates along lines of gravitational fields. When placed directly upon an object it acts much like a shaped charge, without having to prepare the charge. It can also be formed into bars which are used as a bangalore torpedo. It's primary use is to cut basic trenches into dirt or rock. As most of the force of the explosion is directed in the vertical plane there is little fragmentation or concussion damage to the surrounding area. Damage is 10-100 in the area affected and 5-50 for targets that are to the sides of the charge. These are very stable explosives, requiring a blasting cap to detonate them. GDX is uncommon in availability (see page 232 of game book) and only found on tech level 5 worlds or higher. Cost is 5000 credits per bar.

Molecular Wire: This wire, only several molecules in thickness, is used in much the same way as barbed wire in modern times. It also carries a magnetic charge and can be electrified to impede the movement of troops through an area. The hundred meter spools are packaged in playing card size boxes. The case, itself, is attached to the wire and is used to anchor it. When reeled out, the wire falls into coils, covering an area 20m by 0.5m. Several coils are usually laid in rows to prevent the enemy from simply stepping or jumping over. Due to the thinness of the wire, it is extremely sharp and can easily cut through most common materials, even armor. A character can attempt to negotiate it at one of the three speeds: careful walking (1m/fire segment), walking (1m/second), or running (sprint speed). The character must make an agility check as shown below, to avoid becoming entangled. Characters take damage when entangled as follows.

	AGILITY CHECK DIFFICULTY LEVEL	DAMAGE
CAREFUL WALK	1	1D4
WALK	4	1D6
SPRINT	8	1D8

Damage is not affected by armor absorption; any damage which penetrates the threshold causes body damage directly to the character (most likely his leg). The armor loses one point of integrity. An entangled character must make an agility check to extricate himself.

The difficulty level is equal to the amount by which the character failed his original agility check divided by ten. Molecular wire cannot damage heavy armor and could possibly be broken by great strength, assuming you get a hold of it. Remember, this wire is almost invisible because it is extremely thin. In anything but full

daylight, the characters may not see it before becoming entangled. The wire is reusable and has an automatic winding mechanism built into the case. Winding it up usually takes around 15 minutes.

It is likely that characters will try to find sick and deadly ways to use molecular wire. Most of these will not work. For example, if strung out in a single strand at neck height it is more likely that approaching characters will spot it. Additionally the wire will have some give to it and is not likely to cause severe damage, especially if wearing armor. Finally, the character cannot be sure of the height of the victim. A Ram would get the wire at chest height and shorter races may walk right under it.

There are other items which make use of the molecular wire technology. As an example, experienced mercs usually carry a survival kit which contains an emergency saw, constructed from a strand of molecular wire strung between two metal rings. This can be used to cut through trees with ease and makes a wonderful garotte. Molecular wire must be attached to a handle. Otherwise, the wire will simply cut through whatever is applying pressure. Thus, a character cannot simply grab a strand and break it without losing all his fingers in the process. Molecular wire is tech level 4, rare availability and costs 3000 credits per pack.

Trip Flares: This is a phosphorous grenade designed for use as a detection device. The grenade is attached to a tree etc. and a wire is strung out to another point. If the wire is tripped the grenade is set off and burns brightly for 30 seconds, illuminating a 20 meter radius. It is not a weapon and does no damage to objects or personnel, unless they actually hold on to it while it is burning.

Laser Claymore Simulator: These are single shot, command detonated directional laser mines. When activated by its remote control hand unit (also known as a "clacker") the mine releases a burst of laser beams in a 60 degree cone out to a distance of 25 meters. Anyone within 2 meters is struck by 10 beams for 2-8 damage each. For every meter further away, the target will be struck by one less beam. However, the target gets hit by a minimum of one beam out to 25 meters. The mines found in this adventure are for training purposes but actual combat versions do exist. Cost: 10,000 Cr

GLOSSARY

GLOSSARY

Bangalore Torpedo: An explosive filled tube used to clear wire obstacles.

Cam: Short form for "camouflage"

Crash RV: An emergency rendezvous point. These are designated by commanders whenever their units occupy a position or camp. In the event of a withdrawal, retreat, or full scale "bugout", the unit meets at the crash RV to organize themselves before pulling out.

Dead Ground: An area which, due to terrain features, cannot be fired at. When setting up a defensive position, the commander should do his best to minimize the amount of dead ground in his field of fire. Any remaining dead ground should be booby trapped with claymores, in case the enemy tries to hide or pass through the area.

Hedgehogs: A form of barbed wire entanglement. These are large wooden or metal tripods constructed for use in field defenses. Hedgehogs are designed to stop vehicles. Barbed or molecular wire is usually added to impede infantry

Military Time: A standard day in BattleLords is 30 hours. Times are expressed in a decimal format. A quarter after nine would be 0915hrs (pronounced zero-nine-fifteen hours) and midday would be 1500hrs (pronounced fifteen-hundred hours). The Alliance uses Galactic Standard Time as a benchmark. This is referred to as Alpha Time. It is designated by placing a capital "A" before the time (eg. A1300hrs). Planets have different rotational periods, calendar systems and standard times. Planetary standard time is known as Zulu Time and is denoted by a capital "Z" preceding the time. Alpha Time, Zulu Time and local time will almost never be the same at any given point in the galaxy although they do bear a complex mathematical relationship. For instance, in New York on Earth it is 1300hrs (local time), Z1700hrs standard time (Greenwich Mean Time), and could be A2734hrs.

OP/LP: Observation Post and/or Listening Post. A well concealed position set in front of a defensive position to monitor the area for enemy activity. These are usually manned by only 2 or 3 personnel who have communication and detection equipment but are not expected to engage the enemy. If a large enemy force approaches they may call in indirect fire but usually they will simply keep quiet, inform HQ and then let the enemy pass by.

R&D: Registration and Deployment. An administrative department which logs the arrival and departure of personnel and keeps track of their location within the company, base or training area. This is not to be confused with Research and Development which is a civilian term.

Recce: Short form for "reconnaissance". Sometimes referred to as Recon.

Revet: This is a civil engineering term for facing an embankment. When used with reference to a trench, it means to improve the trench with wooden or metal siding and braces, grenade sumps, and flooring.

Stand to: The level of preparedness of a military position is expressed as a percentage of the troops on duty in their trenches. At 25% stand to, 2 men in each squad will be on duty. At 100% stand to, all men are on duty. Those soldiers not on duty tend to other matters or get some sleep.

Taskings: Assignments given to military units are usually referred to as taskings or tasks. A unit may be "tasked" to take a hill or they could be given a defensive "tasking" to guard an area.

BATTELORDS ERRATA

Some of the combat modifiers listed in the rule book are incorrect. Listed below, are the correct modifiers.

- +20 Stationary target
- +10 Less than 1m/sec
- +5 Kneeling
- +7 Prone
- +10* Bipod (+20 for heavy weapons)
- +3-30 Carefull Aim (Optional) - Reroll after every three seconds aiming. This modifier simulates trying to line up target
- 10 cover 25%
- 25 cover 50%
- 40 cover 75%
- 50 cover 90%

* use this modifier for a Cizerack's basic BMH

If you have any questions about the game, this module, or any other feedback, feel free to write us at:

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You've been hired by AVRON, one of the largest mega corporations. Shortly after signing your mercenary contract, you find yourself on one of the best training planets in the Alliance. Gradually, the glamour of being a contract merc is sweated out of you!

After a few days in what was supposed to be a controlled training environment, everything begins to go wrong. Live rounds start flying, people start dying, and you...Well you just know it's going to be another bad day!!!

You've been abandoned in the middle of a high tech training area with enemy soldiers, deadly traps, and lethal robots. You try to remember if any of this was mentioned in your contract.

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